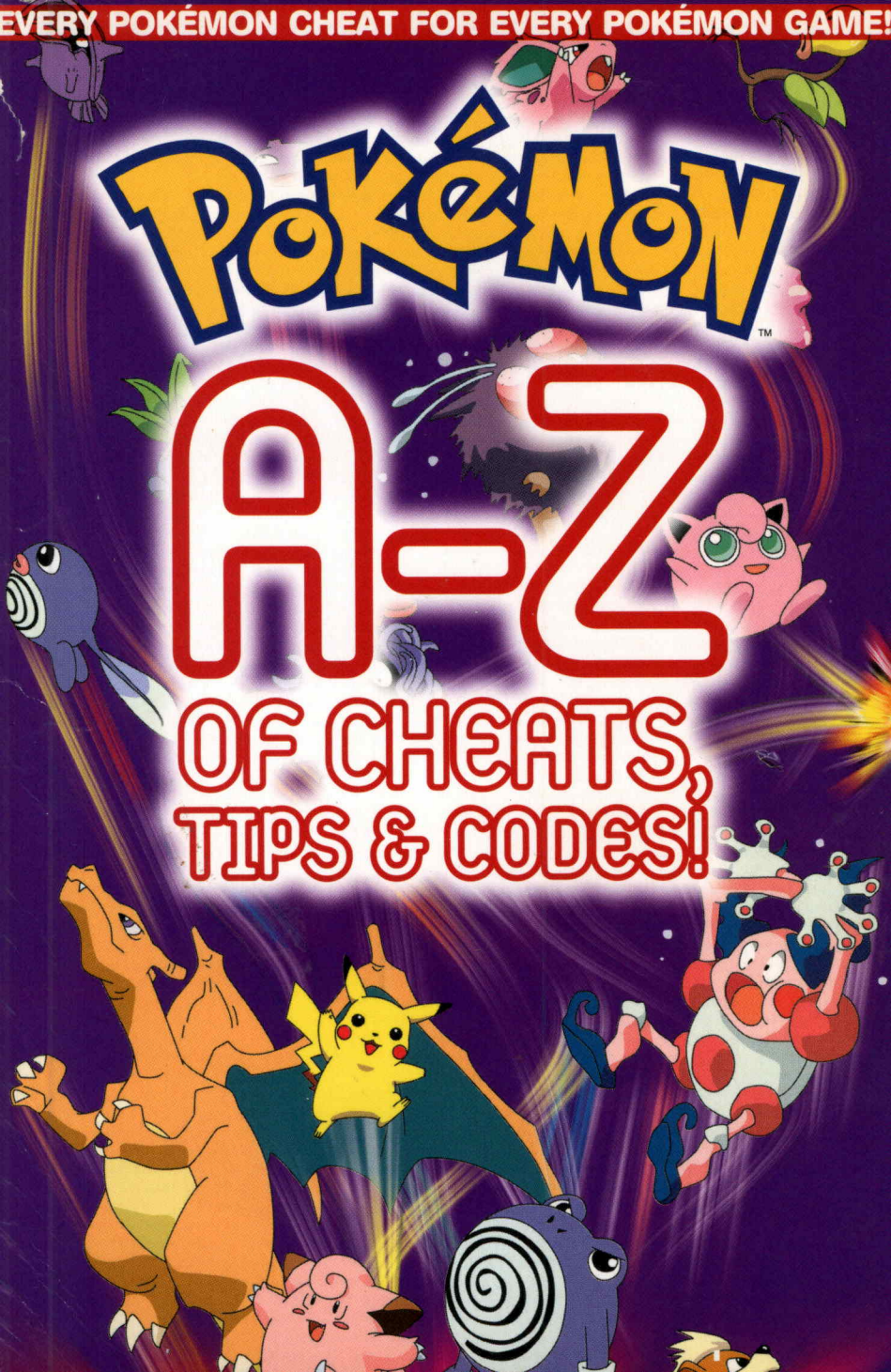
EVERY POKÉMON CHEAT FOR EVERY POKÉMON GAME!



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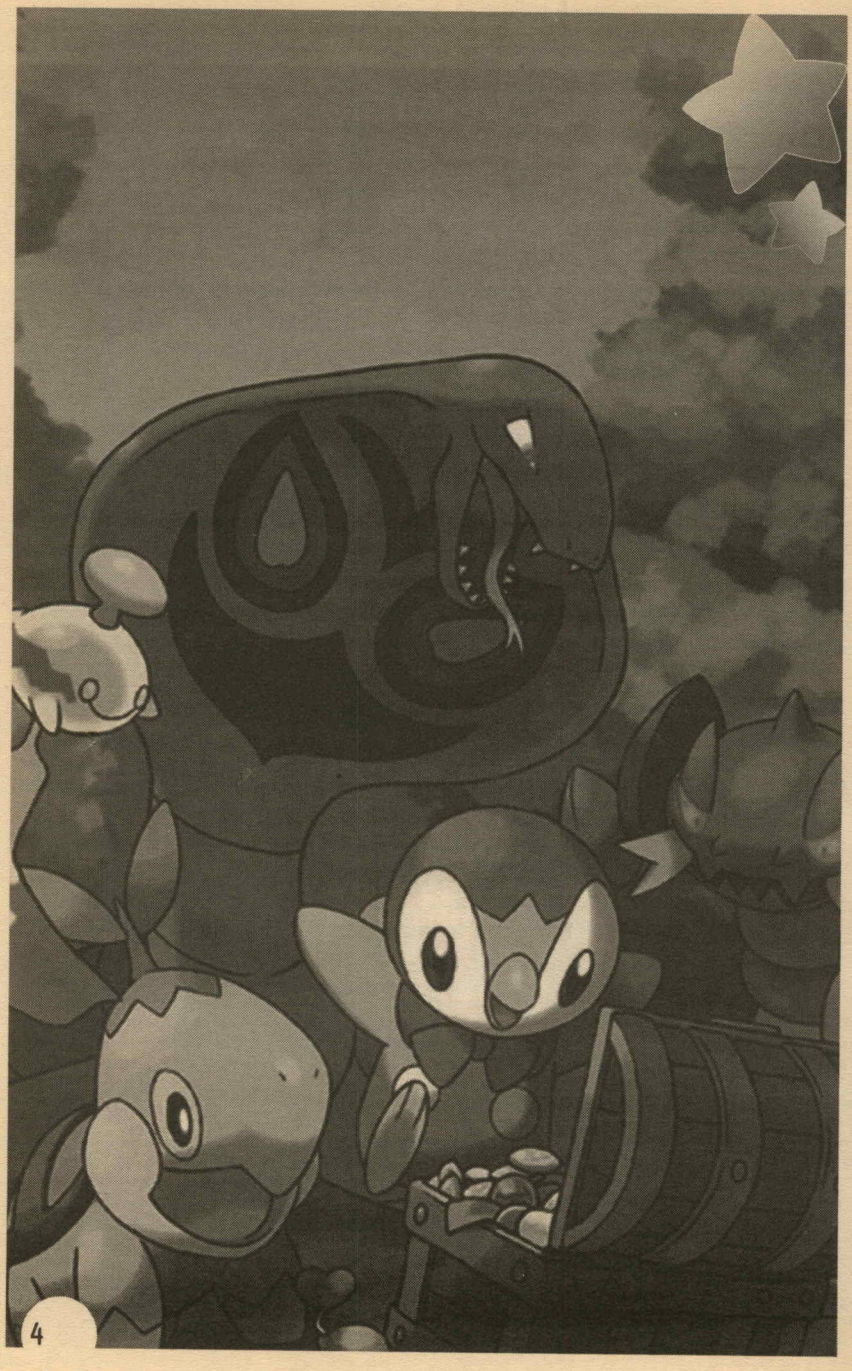
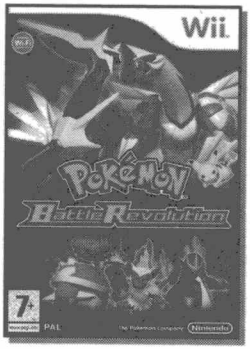


# Pokémon™ A-Z OF CHEATS, TIPS & CODES!

# POKÉMON BATTLE REVOLUTION




## UNLOCK LEADER OUTFITS

The Pokémon Leaders in this cool Wii game can all have new outfits!

**Unlock Electivire Outfit** Defeat Crystal Colosseum Leader with Lv 50
**Unlock Groudon Outfit** Defeat Magma Colosseum Leader with Lv 50
**Unlock Kyogre Outfit** Defeat Waterfall Colosseum Leader with Lv 50
**Unlock Lucario Outfit** Defeat Sunset Colosseum Leader with Lv 50
**Unlock Pachirisu Outfit** Defeat Main St Colosseum Leader with Lv 50
**Unlock Roserade Outfit** Defeat Neon Colosseum Leader with Lv 50

## MYSTERY GIFT CODES

Head to the 'Self Introduction' in your profile and then enter the following codes. There are different codes for each European version of the game...

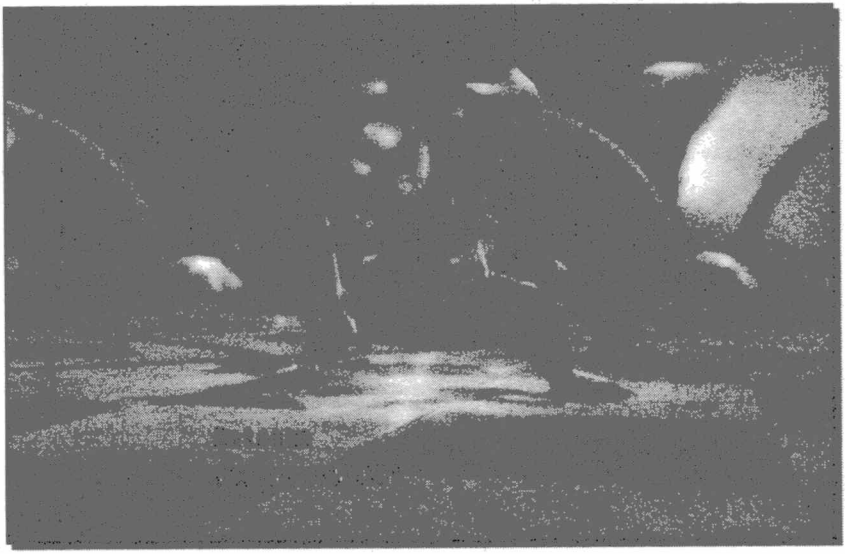
**tko3-9jwp-34kl** Electivire (Shocking Mystery Gift – English Version)
**jk4i-df87-dsf9** Electivire (French Version)
**0f9-ud0g-ughj** Electivire (German Version)
**t4oi-6j8d-sb5r** Electivire (Italian Version)
**04in-1ynj-24fv** Electivire (Spanish Version)
**jl49-05kn-odnv** Magmortar (Heated Mystery Gift – English Version)
**13io-h4rf-1tpa** Magmortar (French Version)
**kre9-ef90-5hgn** Magmortar (German Version)
**97ea-78hl-jrgu** Magmortar (Italian Version)
**kn34-q0uc-1mbx** Magmortar (Spanish Version)

## THINGS THAT UNLOCK WHEN YOU COMPLETE

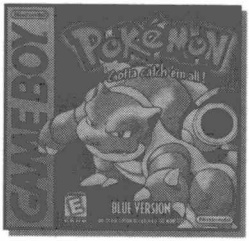
To unlock some of the special features in the game you will need to complete the following...

**Complete Gateway Colloseum for the first time**
You get the Bronze Badge & Rank 2 Gateway Colloseum

**Complete the Star View Colloseum for the first time**
You get the Crown, Flat 50, and Collosem Rule Changes
**Complete the Courtyard Colloseum for the first time**
You get the Golden Bade and Star View Colloseum
**Complete Main Street Colloseum for the first time**
You get the Pikachu Badge
**Complete Crystal Colloseum for the first time**
You get the Pikachu Bag
**Complete Waterfall Colloseum for the first time**
You get the Pikachu Face Paint, Neon Colloseum, and Crystal Colloseum
**Complete Neon Colloseum for the first time**
You get the Pikachu Glove and Sunny Park Colloseum
**Complete the Magma Colloseum for the first time**
You get the Pikachu Hat
**Complete the Sunset Colloseum for the first time**
You get the Pikachu Jacket and Courtyard Colloseum
**Complete Sunny Park Colloseum for the first time**
You get the Silver Badge and Magma Colloseum
**Complete all 10 Colloseums for the first time**
You get the Surf Pikachu (Lv 10) with Surf Diamond and Pearl downloadable



# POKÉMON BLUE




## ITEM DUPLICATION

Sometimes games have glitches in them, and Pokémon Blue has one such glitch. You can use this method to get 99 of one item – which can be very handy! Firstly put the item you want into the sixth item slow. Now ensure you have a Fly HM in your possession and fly to Viridian City to talk to the old man there. He stopped you right at the start of the game. When he asks whether you are in a hurry, tell him no and then he will catch a Weedle.

Now fly off to Cinnabar Island and use Surf HM to surf along the right of the coast. Don't surf in the water though as this will spoil the duplication effect. Keep using Surf until you come to a Pokémon called 'M' or 'Missingno', or a Pokémon over Lv.100. Just kill this Pokémon with a quick atack or run away but don't catch it as this will mess your game up! Now look at your sixth item – it will look strange! You can now use it to your heart's content as you have 99 of them!

## SAFARI ZONE WITHOUT SAFARI BALLS!

Another glitch here, this time for Safari Zone Pokémon. Go into the Safari Zone and to the area that has the Pokémon that you want to catch. Now Fly to Cinnibar Island and Surf up and down the coast. You will eventually find that the Safari Zone Pokémon will want to battle you here. You can keep Surfing up and down for more Safari Zone Pokémon. The glitch even carries on when you have saved your game, and also works on other area Pokémon!

## DUPLICATE GOOD POKÉMON

For this trick to work you're going to need a Link Cable, two copies of the game and two Game Boys. If one game has a good Pokémon that you both want in your collection, and the other game has a weak Pokémon you are willing to get rid of, follow these instructions to do a swap!

Enter the Trade Mode and trade the two Pokémon between Game Boys. Now on the first Game Boy with the good Pokémon, turn off the console just before it says 'Trade Complete!'. The second Game Boy will complete its trade, overwriting the weak Pokémon with the good one, while the good Pokémon will still be in its original place too!

## THE CITY OF GLITCHES

You can find a strange corrupted graphic city in the game if you follow these instructions...

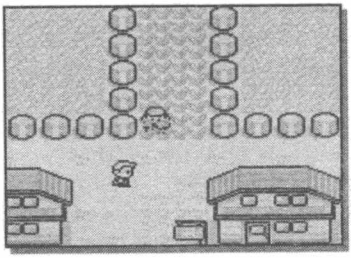
1. Go to the Safari Zone in Fuchia City.
2. Pay the 500 dollars it takes to enter the Zone.
3. Now leave the Safari Zone and say 'No' when the chap asks you if you want to leave.
4. Repeat step 3 again.
5. Now save the game when you are inside the Safari Zone and turn the console off.
6. Turn the game back on and continue from the Safari Zone, leaving again. This time the chap won't ask you the question.
7. Head to Cinibar Island and Surf half on the ground and half in the water until you get the message 'PA-Ding-Dong, Time's Up! Your Safari game is over!' You will be sent back to the Safari Zone.
8. Now leave again, and this time you will in a weird glitchy city. Enjoy!

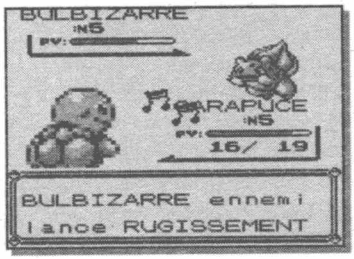
## MOONSTONE EVOLUTION WITH STONES

To make a Pokémon that needs a Moonstone to evolve make the evolution without one, make sure that Pokémon is in the lead position when entering a battle. When the battle begins, switch the Pokémon with another who knows the Mimic move. Keep using Mimic to defeat the opponent. The experience gained from the fight is often enough to level up the Moonstone Pokémon without the use of a stone!

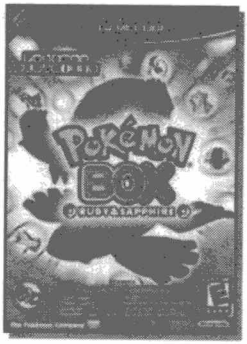
## GRAB A DIPLOMA

Did you know that once you have caught all 150 Pokémon in this game you can go to visit Professor Oak in his laboratory. He will give you a special diploma!





# POKÉMON BOX: RUBY AND SAPPHIRE

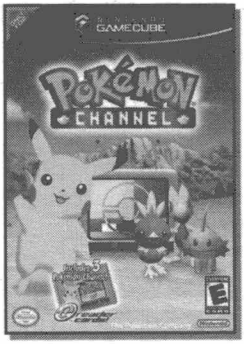



## THINGS TO UNLOCK

There are lots of interesting things you can unlock as you play through this game...

- Collect all the Pokémon Ruby or Sapphire Pokémon to unlock a new border for the adventure mode.
- If you store 1 Pokémon you will get a Swablu with False Swipe Egg.
- If you store 60 Pokémon you will get a Zigzagoon with Extrerme Speed Egg.
- If you store 500 Pokémon you will get a Skitty with Pay Day Egg.
- If you store 1,499 Pokémon you will get a Pichu with Surf Egg.

# POKÉMON CHANNEL



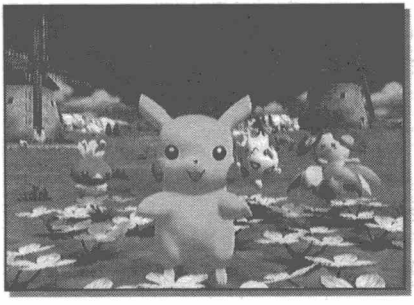

## GRAB A JIRACHI

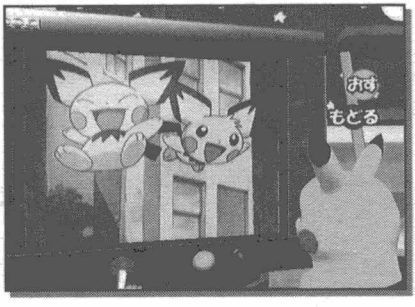
Once you have watched all five Pichu Bros shows in the game, go to the options menu and you can select to download Jirachi.

## UNLOCKING CHANNELS

Here's how to unlock the channels in the game...

**All three varieties of the nine Pikachu Nice Cards**
Collect 101 different Nice Cards
**Full English Pichu Bros movie**
After the sixth day you can find this in crates
**Full Japenese Pichu Bros movie**
After the sixth day you can find this in crates
**Hosted by Kasumi Disc**
On the sixth day, Togepi will give this disc to you
**Movie Projector**
You'll find Professor Oak gives this to you on the sixth day
**Pichu Bros fifth part**
You'll find this in the Ruins of Truth
**Pichu Bros fourth part**
Play Pokémon Channel on the fourth day
**Pichu Bros second part**
Play Pokémon Channel on the second day





**Pichu Bros third part**
Play Pokémon Channel on the third day

## CHANGE TITLE SCREEN

There are lots of title screens you can select in the game. Go to the main title screen and press Start. When you get to the next menu press B. You will now see an alternate title screen. You can keep repeating this process to see more!

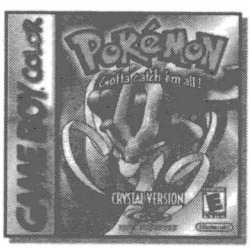
## UNLOCK ORRE COLOSSEUM

- Once you have beated the Phenac Stadium, Pyrite Colosseum and Under Colosseum in both single and double battles you will get to play the Orre Colosseum Lv.50 battles.
- When you have beaten the Tower Colosseum in single and double battle you will get the Orre Colosseum Lv.100 Battles.

## TRADING WITH RUBY & SAPPHIRE

Beat the big final boss at the Realgam's Colosseum and you will then be able to use Trade Machine to trade Pokémon to and from the Pokémon Ruby and Sapphire games.

# POKÉMON CRYSTAL




## PIKACHU TV

Get yourself at least one card from all 101 Pokémon and you get then get Pikachu TV from the Ship N Squirtle.

## WALK THROUGH GRASS WITHOUT BATTLES

When you have the HM Cut in your possession you can teach the attack Cut to some of your Pokémon. You won't now be able to cut down some trees with the ability now, but it will have got rid of the grass so you won't be bothered by random battles with Pokémon. Beware though, when you save or load the game the grass will have returned.

## FROZEN GAME CLOCK

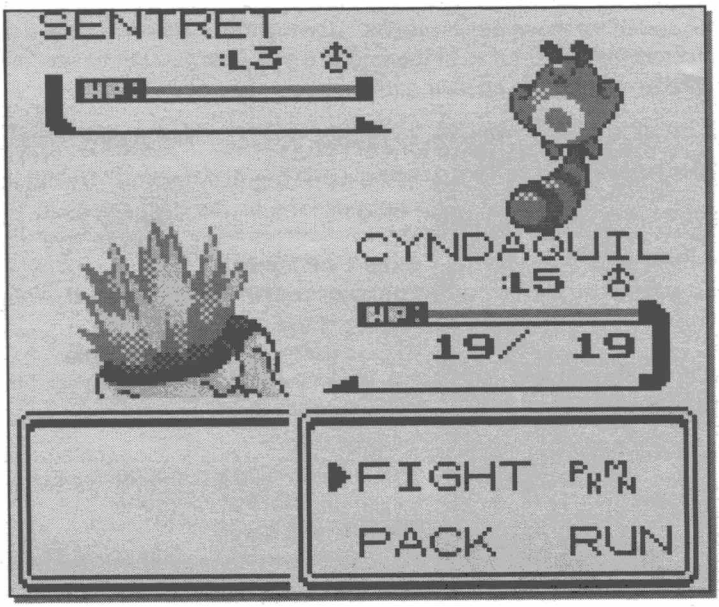
Another glitch you may want to check out, but this one is permanent, so be warned! Head to Vermillion City and talk to the Machop there. When you have talked to it, open up the Pack and go to your Coin Case and check out how many coins you have. You'll find the game either freezes up or resets. If it freezes, reset it anyway. You'll now find that the clock has been frozen at the time you opened up your Pack!

## TV SHOW FAST FORWARD

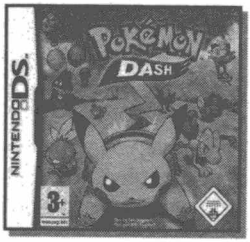
Getting bored watching through all those TV shows? Well try pressing L then R immediately after each other while watching the TV and you will find you can fast forward through the TV segments.

## BINDERS AND CARDS

- If you collect 25 kinds of Nice Cards you will rewarded with a Superior Binder.
- Collect 50 kinds of Nice Cards to be rewarded with a Prime Binder.



# POKÉMON DASH




## NEW POKÉMON COURSES

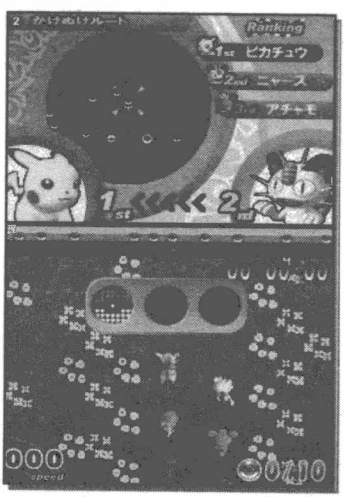
Did you know that once you have beaten all five of the cups in the game, you have the ability to put any of your Game Boy Advance Pokémon games into the GBA slot on your DS. When you have slotted in the game, special cups will be available to play based on the Pokémon in your teams on the GBA carts. There are two goals for each Pokémon and a set time limit to play these cups that changes based on how high a level your Pokémon are.

## SHINY TROPHIES

If you make sure you don't retry any of the races in a particular cup, you will find you get a shiny trophy instead of a normal one!

## CREDITS SPEED UP

Want to speed up those pesky credits? Use the touch screen to make them scroll faster. This is useful as at the end of the credits you get to see just how far you have dashed during your game.




## HARDER CUP MODES

Is the game too easy for you? Try out these methods for a harder game...

**Expert GP Mode**
You must beat the game on Hard GP mode to access this

**Expert Rules Time Attack Mode**
You get this once you have unlocked the Expert GP mode

**Special Cup**
This is something you get once you have beaten the Normal GP mode

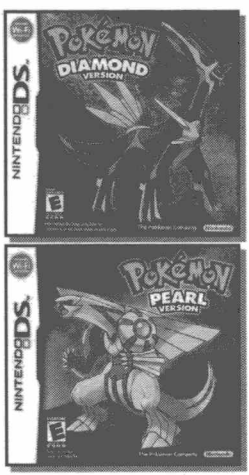
**Time Attack Mode**
You can try this once you have beaten the First Cup in GP mode

## USING THE BALLOONS AND LAPRAS

Both are handy for floating to new locations on a course, but there are important factors to consider...

1. Make sure you don't pop the balloon over brick pathways.
2. Only pop your balloon once over the ice landscape.
3. You can't aldn yourself over the ocean or in the forest.
4. Use Lapras for movign from island to island to reach the water goals.

# POKÉMON DIAMOND/ PEARL




## HAPPY BIRTHDAY

If you have registered your date of birth on your Nintendo DS, once you have beaten the Elite Four go to visit Professor Rowan's assistant and they will wish you a happy birthday!

## STARS AND COLOURS FOR TRAINER CARDS

These cards are a staple of Pokémon gaming. They show your Trainer ID, Badges and Pokédex completion. However, in Diamond and Pearl there are a couple of changes and additions. First there is a Point System that scores your battling abilities generally as you go through the game. Below are the different levels of card. Please note: you can get the cards in any order but it goes up sequentially, so, for example, the way we say to get Star 2 can be done to get Star 5 and so forth.

**Base – Red Card**

The first card you will have is the Rileyeric Red one that contains no Stars on it. You will see this a lot in the game until you have go to the Elite Four.

**1 – Blue Card**

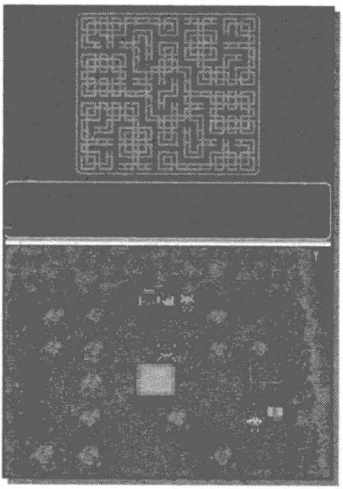
The next card is obtained through the the Elite Four. Once you have defeated them, you will have the next star, which for this scenario is the Blue Card.

**2 – Bronze Card**
Then comes a card that you obtain through Contests. Once you defeat the Master Rank in all the Contest Categories – Beauty, Cool, Cute, Smart and Tough – you'll get this card, in this case… a Bronze Card.

**3 – Silver Card**
This card is obtained through the Capture The Flag mini-game in the Underground. Simply put, once you have completed this while playing with others, you will get the next card – in this case… a Silver Card.

**4 – Gold Card**
The penultimate card and one that is earned via the completion of the National Pokédex. What this requires you to do is get 482 Pokémon registered as owned in your Pokédex. This discounts Mew, Lugia, Ho-oh, Celebi, Jirachi, Deoxys, Phione, Manaphy, Darkrai, Shaymin and Arceus. This will give you the next card, which in this case is the Gold Card.

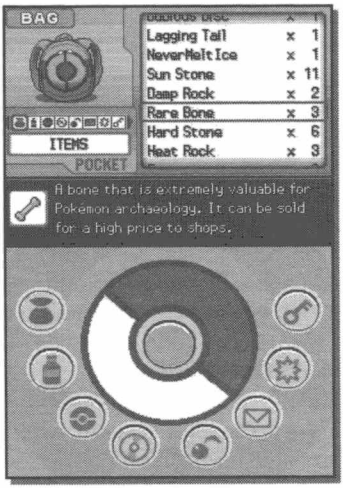
**5 – Black Card**
The final card is the elusive 5 Star Black Card. You get this one last. In our example it is obtained by getting 100 consecutive wins in the Battle Tower. By no means an easy feat. Once this is done, you will have maxed-out the Trainer Card!



**Bottom – Badge Display**
In Diamond and Pearl the Badges are actually displayed in their full glory. However, if you go for a few days without checking them they will become grubby and grimey, so by using the touch screen on the DS you can actually clean the Badges until they're so spotless they have sparkles around them. Perfect to show off over the Wi-Fi Union Room!

## DIAMOND DUST

Set the date on your Nintendo DS to 12 January (or do this tricky on the 12 January if you like!) and fly up to Snowpoint City. It's normally snowing in the city, but on this date the snow will be replaced with a glittery diamond shower! Why? Well it's the birthday of GameFreak director Junichi Masuda.

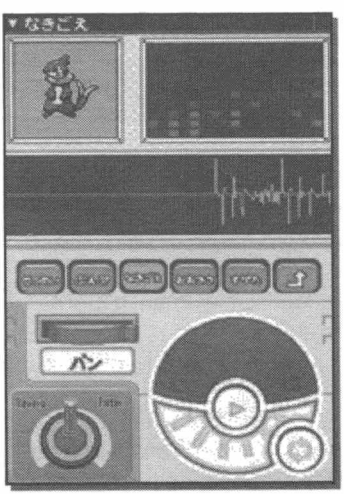

BAG
Lagging Tail x 1
NeverMelt Ice x 1
Sun Stone x 11
Damp Rock x 2
Rare Bone x 3
Hard Stone x 6
Heat Rock x 3
ITEMS
POCKET
A bone that is extremely valuable for Pokémon archaeology. It can be sold for a high price to shops.

## NATIONAL POKÉDEX

Want to know how you get the National Pokédex? Well first of all you need to complete your Sinnoh Pokédex by seeing all 150 Sinnoh Pokémon. Remember, that's seeing them, not catching them all. With this done, go to see Professor Rowan in his laboratory and talk to him. He will upgrade your Pokdex for you.

## FASTER EGG HATCHING

A nifty way of hatching eggs in half the time is to simply ensure you have a Pokémon with either the Flame Body or Magma Armor abilities in your party. For some reason these abilities are good at hatching eggs!



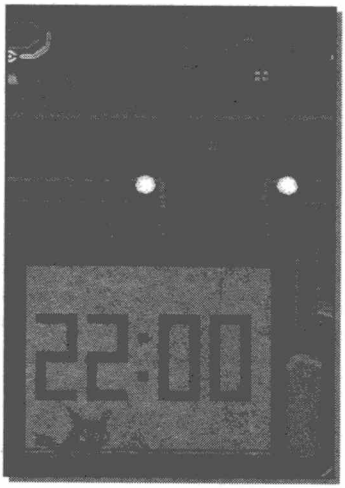

## KNOW YOUR POKÉTCH

New to the world of Pokémon, the Pokétch is your all-in-one timepiece and info watch! It's a handy device that is picked up by finding three clowns in Jubilife City, which can then have extra functions added to it as you win battles and meet new people. There are at least 25 functions we know of, all displayed in a cool LCD-style watch on-screen.

**1. Digital Clock**

It's a 24-hour clock that's useful for keeping track of time so that you can make time-specific events or Wild Pokémon captures.

Pressing the screen makes it light up!
Location: Available from beginning

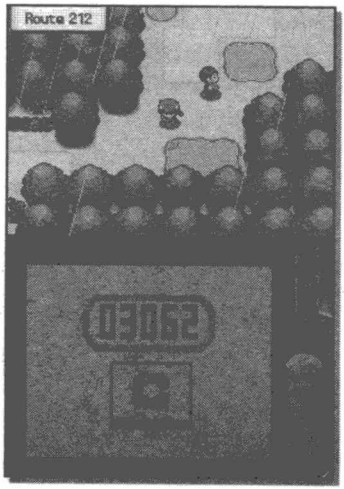



**2. Calculator**
The Pokétch has a calculator included.
Location: Available from beginning

**3. Memo Pad**
Handy for jotting down quick memos!
Location: Obtained from President of Pokétch Company after getting the first badge

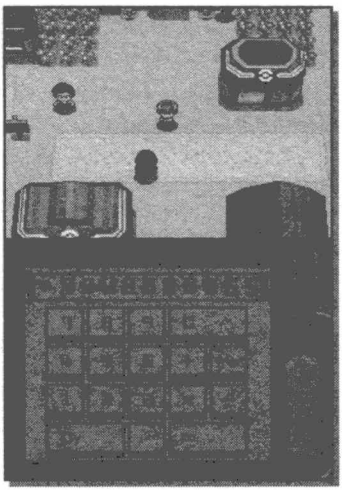
**4. Step Counter**
Simply counts up the number of steps you have taken. This is useful when you are trying to hatch a Pokémon Egg. Press the button with the DS stylus to reset the counter and start over.
Location: Available from beginning

**5. Your Party**
This saves you from going through all the menus to see your Pokémon party. It shows the Pokémon in your six, their health levels and the items they are holding.
Location: Available from beginning




**6. Happiness Checker**
You can find out just how happy your Pokémon is by selecting it and seeing how many hearts it has. Two hearts is happy! Useful for checking when your Pokémon is likely to evolve.
Location: Obtained from woman in Eterna Pokémon Centre

**7. Item Finder**
Handy for discovering hidden items. Touch the screen to start a scan, the circle fluctuates if there's something nearby.



Location: Obtained from Dawn/Lukas in Route 207

**8. Berry Checker**
Used for keeping track of where you have planted berries and shows which ones are ready to pick.
Location: Obtained from Berry Master in Route 208

**9. Breeding Centre Checker**
Handy for all Breeders and Trainers. It shows the Pokémon you have stored at the Breeding Centre, their level and eggs.
Location: Obtained in the Daycare Centre in Solaceon Town

**10. Pokémon History**
Shows the last 12 Pokémon you have captured, hatched, evolved and received through trades. When you click each Pokémon with the stylus, they cry out.
Location: Obtained from a resident of Solaceon Town

**11. Counter**
Press the button to add one to the counter. This function is useful if you are trying to count Effort Values you are giving to your Pokémon.
Location: Obtained from Veilstone Department Store

**12. Analogue Clock**
Just like the other clock, only with hands for those who prefer traditional things! Press the screen to light it up.
Location: Obtained from a resident in Celestic Town

**13. Marking Map**
Find out where you are in Sinnoh and place way markers to keep track of your adventure. The two Pokémon that run – Mesprit and Cresselia – also show up on the map.

Location: Obtained from President of Pokétch Company after obtaining third badge

**14. Wireless Searcher**
Used to search the immediate area for other players who are using their DS wirelessly.
Location: Obtained from President of Pokétch Company after fifth badge

**15. Coin Toss**
A simple coin toss function for deciding things. 'Heads' is Magikarp and 'tails' is a Pokéball.
Location: Obtained from a resident in Grand Lake Hotel

**16. Type Chart**
Want to beat a Gym Leader's Pokémon? Enter your Pokémon's Attack type and the target Pokémon type and it will tell you whether the attack would be normal, super effective or not very effective.
Location: Obtained from President of Pokétch Company after seventh badge

**17. Calendar**
Not very exciting – a calendar that shows the day and month!
Location: Obtained from resident in Sunyshore City by bringing a Pokémon with a Serious Nature

**18. Drawing Board**
A strange function for scratching away pictures for fun!
Location: Obtained from a resident in Sunyshore City by bringing a Pokémon with a Naive Nature

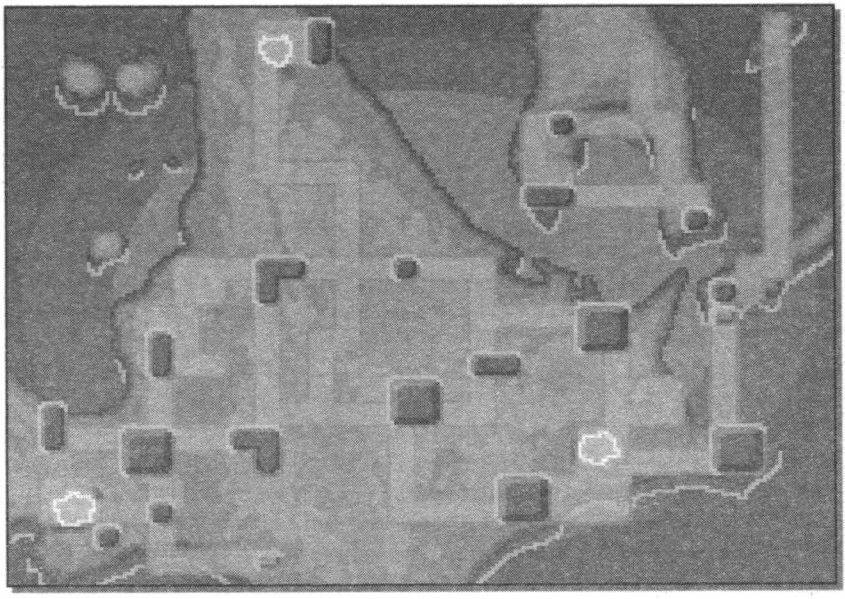
**19. Roulette**
A roulette game that you can start and stop with the stylus.
Location: Obtained from Resident in Sunyshore City by bringing a Pokémon with a Quirky Nature

**20. PokéRadar Checker**
Find out the longest streaks of Pokémon you have seen using the radar.
Location: Obtained from Professor Oak in Pal Park

**21. Kitchen Timer**
Handy if you want to boil an egg while playing the game! Set the timer, then when it counts down to zero Snorlax pounds its belly!
Location: Obtained from girl in Pal Park by showing her a Snorlax

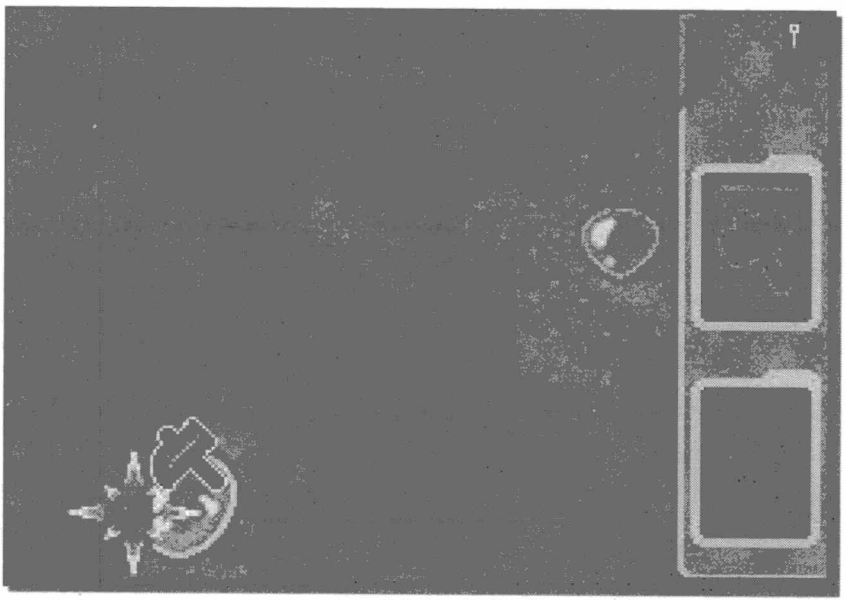
**22. Colour Changer**
Don't like the colour green? Change the Pokétch to a colour you prefer at the touch of a button! Blue is nice.
Location: Obtained from girl in Pal Park by showing her a Kecleon

**23. Match-Up Checker**
Check whether your Pokémon are compatible for breeding. The Luvdisc will kiss if they are compatible. There will be three hearts if they're very compatible, two hearts for moderately compatible, one for just compatible. If they don't like one other the Luvdisc will turn away from each other. It's based on Nature and Egg Group.
Location: Obtained through special Nintendo events



**24. Stop Watch**
Perfect for timing activities!
Location: Obtained through Nintendo events

**25. Alarm Clock**
Set the alarm and it will go off with a loud roar from Loudred!
Location: Obtained through special Nintendo Events



## EXCAVATION

Probably the most important thing you will learn to do in the Sinnoh Underground is excavation. The walls that make up the underground maze hide all kinds of items. After locating them by looking for their shimmer, you control the excavation with the touch screen. You're given a Pick Axe and Hammer to use and must break the rocks to reveal the treasure. In each session up to four items are hidden away. The number you manage to find will depend on how much stress you inflict on the wall; go too far and the wall will collapse, burying the items! Just take it easy and don't hit anything

unnecessarily – you might cause the entire cave to 'cave' in! You will find a number of items down in the underground, including all of the Evolution Stones, Shards that are used to trade for Evolution Stones, different Plates used for Arceus and items like Revives and Hard Stones. Once you have the National Pokédex, you will also be able to find lots of fossils down here – the Dome Fossil, Helix Fossil, Old Amber, Claw Fossil and Root Fossil. Then there are the Spheres too...

## SPHERES

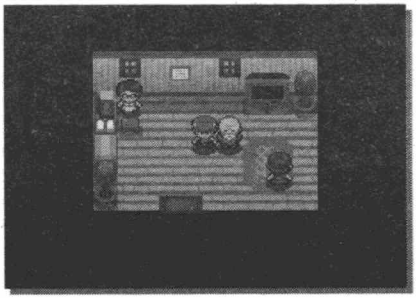
Spheres come in five different types: Reds, Blues, Greens, Prisms and Pales. They can be exchanged for Secret Base items. When you continue to collect them you'll discover they're not combined, though. To do this drop the highest amount you have on the ground and keep dropping each next piece on to the ground, then pick it up. You'll get the original drop amount, plus the extra amounts. Here is a table to show the amounts given for Spheres of different sizes...

## SWARM POKÉMON

A top tip when wanting to encounter a Swarm of Pokémon, once you have the National Pokédex, is to go to your Other Rival's house in Sandgem Town and talk to his sister. She will be able to tell you where the Swarms have been seen! Go to the Route she mentions (they change every day) and after one or two battles you will come across the Pokémon she spoke about. Catch these Pokémon while you can, though, as this is the only way you can catch them in this game!

## SECRET BASES

Making a welcome return in Diamond and Pearl are the secret bases, last



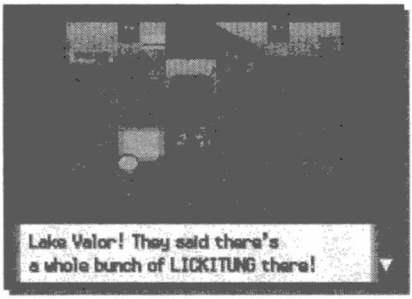
seen in Pokémon Ruby and Sapphire. To access your secret base you will need a Drill from the old man in Eterna City. You can only use this once, so be careful where you use it, although another one can be bought from a hiker for a price. Once you've drilled a hole in the Sinnoh Underground, inside will be your Secret Base for the entire game. You get to kit out your base with all kinds of furniture and items, moving them around using the PC. You get new items from the hikers again, they will sell you things for a certain number of Spheres. You will need to use the combination method explained to the left to get some of the more impressive items from the hikers. Completing Mr E Good's tasks are another good way of receiving items to kit out your Secret Base. Read on to find out how to remove the pesky rocks!

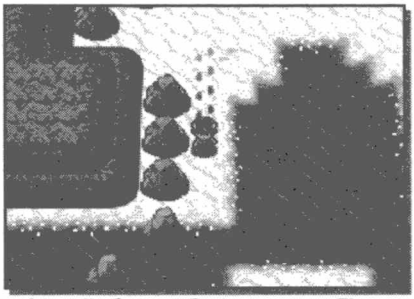
## MORE MISSIONS

The Underground Man who gave you the Explore Kit in Eterna City and taught you the ways of the Underground also has extra missions for you to complete and some fun multiplayer Capture The Flag games for you to play with other Pokémon fans. Here's a list of his tasks...

**Go Underground**
Move Trap (Up), Bubble Trap, Leaf Trap
**Dig up an item**
Prism Sphere 1, Red Sphere 1, Blue Sphere 1
**Bury a Sphere**
Digger Drill
**Make a Secret Base**
Plain Table, Wooden Chair, Small Bookshelf, Buneary Doll
**Decorate a Secret Base**
Doll of your Starter (Turtwig, Chimchar or Piplup)
**Capture 1 Flag**
Bronze Flag, Base Upgrade (Up to 12 Decorations), Pretty Gem
**Capture 3 Flags**
Silver Flag, Base Upgrade (Up to 15 Decorations), Shiny Gem
**Capture 10 Flags**
Gold Flag, Base Upgrade (10 Rocks Removed), Mystic Gem
**Capture 50 Flags**
Platinum Flag, Base Upgrade (All Rocks Removed), Glitter Gem

The Flag Retrieval games are played with mates via the DS wireless



connection. You simply have to go to your friend's Secret Base to get a Flag and come back. You must watch out for traps, such as strong wind and boulders along the way. The first back to their base wins! If you do win, you get upgrades to your own Secret Base. The maximum level you can achieve for your base is Platinum, obtained by capturing 50 flags. Once you get this you will be able to remove all the nasty rocks that litter the floor of your Secret Base.

## WILD NON-SINNOH POKÉMON

Once you have obtained the National Pokédex in Diamond and Pearl you will find many of the Pokémon you need to fill it all around Sinnoh – but most of them won't be found by conventional methods. Here's a breakdown of other ways to catch Pokémon...

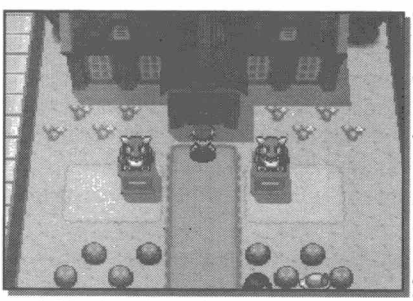
**The PokéRadar**

On first arriving at Pal Park you will be given the PokéRadar by Professor Oak. With the PokéRadar you are virtually guaranteed a Wild Pokémon appearance; however, with the National Pokédex in your possession you will be able to come across Pokémon that are not in the Sinnoh Pokédex. The way the PokéRadar works is that when you use it in the grass, without your bike, the grass around you will start to rustle. Go close to the sound and you will have a Wild Pokémon encounter. Function 20 on the Pokétch will also allow you to check the PokéRadar – it shows the biggest streaks you have had finding Wild Pokémon. The Pokémon you encounter won't always

be the older Pokémon, though, some will be fourth generation. If you battle a Pokémon you need and accidentally make it faint, don't fret – you'll get another chance when the PokéRadar goes off again after the battle.

**Swarms**

The Swarm feature returns for Diamond and Pearl. If there's a Swarm it means that certain Pokémon have had their appearance percentage increased so they are much more common.



**The Mansion**

On Route 212 you will find a Mansion where a few people are living. Out the back of the Mansion is a patch of grass that is mainly inhabited by Roselia, Kricketune and Mukubird. There's a special secret here, though! Talk to the owner in the room to the right of the back garden and he will walk out on you! Go back in and talk to him again and this time he will tell you about the Pokémon seen around the Mansion today. Sometimes it will be a rare Sinnoh Pokédex Pokémon, other times it will be an older Pokémon. The levels of these Pokémon will be around Lv.16 to Lv.19, and they will be there all day, so make sure you have a high level Pokémon to battle them.

**Alternate Game Insertion**

You can also obtain non-Sinnoh Pokémon by inserting your old Game Boy games into your DS's second cartridge slot. By just having your old game plugged in, new Wild Pokémon will appear in certain areas. One useful sideline to this is when you insert FireRed you will find a Wild Elekid that has an ElectroBooster attached to it. Inserting LeafGreen will allow you to find Magby who has a MagmaBooster attached. These are used to evolve Electabuzz and Magmar into their final forms Electivire and Magmortar.

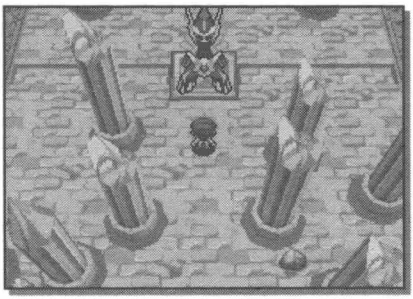
**Safari Game**

The special Safari Game you will come across houses many old Pokémon you will need for your collection. Once you have the National Pokédex you need to go up to the binoculars in the Safari Game and just take a look – you may see what you're looking for! It doesn't always work the way you would

want, but many old Pokémon can only be found this way so you will have to persevere.

**Generally Wild in Sinnoh**
You can stumble upon many Pokémon in the wild by going to Routes 224, 225, 226, 227, 228, 229 and 230 as well as in Stark Mountain and other places only accessible once you have the National Pokédex. Also, have a go at fishing anywhere – you can often come across the Pokémon you need!

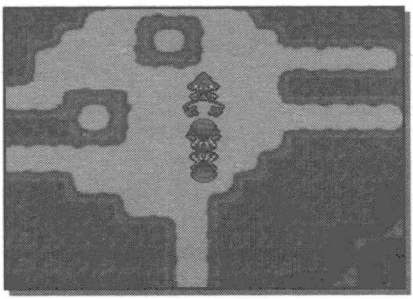
## LEGENDARY POKÉMON



As with all Pokémon games, Legendary Pokémon appear from time to time and some of them require very tricky methods to catch them. Read on to find out what you need to do to add the Diamond and Pearl Legendaries to your Pokédex...

**Dialga/Palkia**
At the top of Mount Coronets, once you have battled the Team Galaxy Grunts, the Admins and the Team Galaxy Boss, depending on the version you are played you will either have woken Dialga or Palkia. After the legendary trio appears, Dialga or Palkia's powers will be subdued but you are capable of fighting it. This battle will come directly after the Team Galaxy Boss, though, so you won't have time to heal – these Pokémon are also at Lv.47!

**Uxie**
After battling and defeating Dialga or Palkia, the three Legendary Pokémon will be scattered around Sinnoh. Positioned in Lake Acuity is the yellow Pokémon in the trio, Uxie. You battle him here but he is only here once so be sure to save. It is at Lv.50.



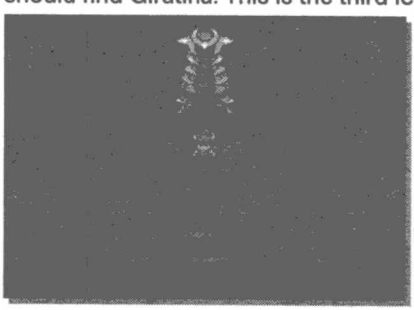
**Azelf**
The next Pokémon in the trio is Azelf – the blue Pokémon. You will find it positioned in Lake Valor. Once again you battle him here but he's only here once so be sure to save. It is at Lv.50.

**Mesprit**
Positioned in Lake Verity is the Pink Pokémon in the trio, Mesprit. Once you go to battle him, he runs off. This time his location is not registered in your Pokédex but rather in the Map in your Poketch. He will appear randomly in the grass. It is at Lv. 50.

**Heatran**
Once you've got the National Pokédex and gone to the Island in the North East, you'll encounter quite a few Pokémon who are not native to Sinnoh. However, when you get to Stark Mountain, you team up with a Trainer while going through the Mountain. Once you reach the end, she will take the item and go. Return to the Survival Area and she'll be in one of the houses. Talk to her and she leaves. Return to the Mountain and Heatran will be there. You can only battle him once and he is at Lv.70, so save beforehand!

**Regigigas**
Regigigas is the leader of the Regis that was said to pull the continents together. Regigigas resides in the temple just north of Snowpoint City. Deep in the ruins, he is asleep... until you transfer Regirock, Regice and Registeel over from your past games. With the three Pokémon in your team, you'll be able to wake Regigigas. Be warned, though, he is a very powerful Pokémon at Lv.70. Try to incapacitate him but not faint him within the first few turns.

**Giratina**
After getting hold of the National Pokédex go to the new lake with the Turnback Cave by it. It is positioned just east of Route 214. In it is a maze-like area with pointers telling you where to go. After finding your way through, you should find Giratina. This is the third legendary Dragon to go with Dialga and Palkia. Like before, you can only battle it here and it is at Lv.70. With a variety of resistances due to both of its types, you'd best be prepared!



**Cresselia**
After getting the National Pokédex, when you talk to the family in the house above the Sailor by the boat in Canalave Town, you'll be told of Full

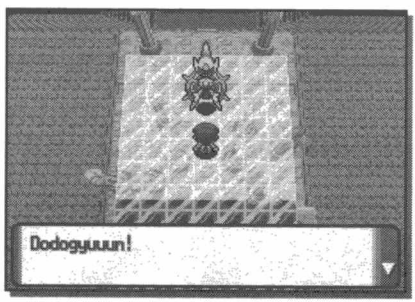
Moon Island. Talk to the Sailor and he'll take you there. The only thing on this island is Cresselia. Talk to it and it will fly off. Like Mesprit, its location will appear on your Pokétch so you'll have to trap it through that. It's Lv.50 so make sure you're prepared.

**Phione & Manaphy**
Manaphy, the Prince of the Sea, is obtained by completing the special egg mission in Pokémon Ranger, then transferring the Pokémon to your Diamond or Pearl game. The Egg it is in hatches after a little while into a Lv.1 Manaphy. However, this Manaphy is able to breed; when you breed it, it'll hatch into the Psuedo-Manaphy – Phione. A weaker version of Manaphy!

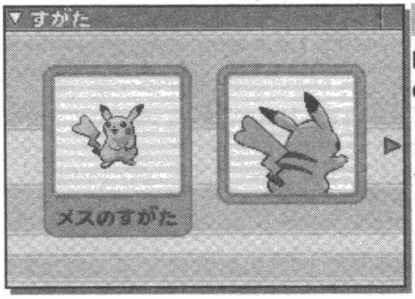
**Darkrai**
Another Pokémon from a Nintendo event – you must get the item Membership Pass from an event. Now go to Canalave City and you should be able to access the Motel that has previously been locked. Go there for a night's sleep and you'll be disturbed by Darkrai in your sleep. When you wake up, a Diary will be there containing Darkrai's location. Go to the Sailor at the bottom of the city and he will take you there. When you get to the island, you can go up and battle Darkrai. It is at Lv.40.

**Shaymin**
Again, you'll need to attend a special Nintendo event for this one too. After you go to the event that's giving away Shaymin, you will receive the item called Oak's Letter. With this in your bag go to the White Rock in Route 224. You will probably notice that the Route has been extended. Now as an extra long route, the Flower Paradise, all the way to the top-right of the map, you must follow it the full length. At the end, in a flower-filled field, you will find Shaymin awaiting you. It is at Lv.30.

**Arceus**
The final event Pokémon, once you go to the event you will receive the item called Heaven's Pipe. With this object in your bag go to the Spear Pillar in Mount Coronet where you battled Dialga or Palkia. Go to the symbol between the pillars and use the Heaven's Pipe. Some stairs will



appear that'll go up to the Beginning Dimension. Here you will find Arceus. Be warned as it is the highest level Wild Pokémon at Lv. 80 so you'd better be prepared!




## POKÉMON GENDER

In Gold and Silver, Genders were created to allow for breeding of the Pokémon. Genders have since become a staple of the Pokémon world. There were no differences between genders in the games, except for the Nidoran line... until now. Diamond and Pearl have brought the feature of Gender differences to the table. However, this is not utilised for every Pokémon, and not all are visible from the front. Only one fifth of the Pokémon have differences between gender.

## THE TIME OF DAY

Agreat feature returning to the Pokémon games is the passage of time. The time is set by the DS's clock and confirmed as you start the game. You can check it at any time by using the Pokétch feature. However, unlike previous games where there was just day, night and morning, there are several new time areas being used in these new games.

**Morning**
Strangely enough, this is the time period that you wake up in. When it's morning in the games, the area is darker than normal, but it's still pretty visible.

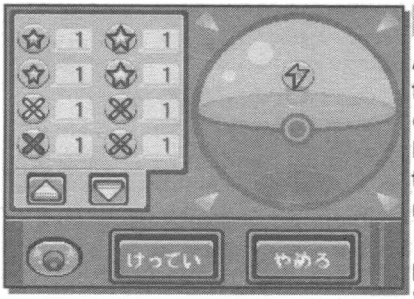
**Daytime**
Daytime is the general time set between morning and afternoon. This is when everything will be at its brightest.

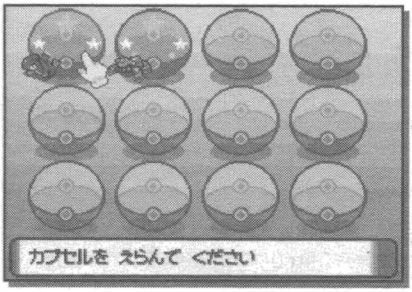
**Afternoon**
In the afternoon the screen areas have a nice orange tint to simulate the sunlight at dusk and also provide a phasing into night.

**Evening**
In the small gap between afternoon and night-time the screen gets darker to

simulate the time period closer to night and the lights on the buildings are all on.

**Night**
And, finally, at night (past midnight) it is dark and all the buildings have lights turned off to simulate the fact that nobody would be awake.




## POKÉBALL SEALS

Although this is a minor aesthetic feature, it's cool nonetheless. You are capable of customising your Pokéballs by adding Seals on them that change the effect of the Pokéball when it releases.

In this Market you are capable of purchasing many different kinds of Seals. They sell different Seals on different days and there are many kinds and strength of Seals.

They are usually fairly cheap at 50 to 150 PokéDollars, so it would be worth stocking up.

Now you've stocked up on Seals, go to any PC and pick the second option, the option that used to be your Item PC (which has now been scrapped). Select the second option and you will get given a choice of 12 Pokéballs. This is the amount of designs you're capable of storing.

Select the one that you would like to edit and you can go into the next screen. On this screen, however, you are also capable of assigning Pokémon to the design.

On this next screen, you can select the designs that you have bought and place them on the Ball. You can place quite a few Seals onto the ball so you can amplify and make different combinations of patterns and graphics for when your Pokémon is sent into battle. You then save and assign to the Pokémon. In the selection screen the Pokémon will have a crystal Pokéball icon net to their attached items.

The effects have a massive range from Lightning Bolts to Black Hearts, you can personalise your Pokéballs for your team so if you have a Mismagius on your team you can really go with it with many dark and ghost-like Seals.

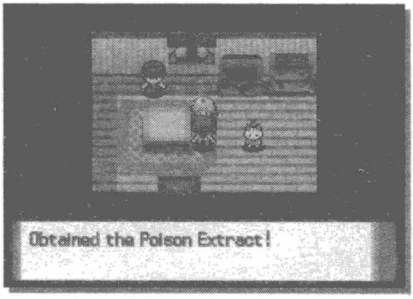
There are also some Seals that are given to you depending on the forms of Unown that you have captured. This enables you to put seals on your Pokéballs that spell out your Pokémon's name as it is sent out into battle.

Here are the names of the types of seals you can get. You get different choices every day!

- Heart Seal (A-F) – Gives Heart Effect
- Star Seal (A-F) – Gives Star Effect
- Line Seal (A-D) – Gives Line Effect
- Smoke Seal (A-D) – Gives Smoke Effect
- Ele-Seal (A-D) – Gives Electric Bolt Effect
- Foamy Seal (A-D) – Gives Foam Effect
- Fire Seal (A-D) – Gives Flame Effect
- Party Seal (A-D) – Gives Party-Popper Effect
- Flora Seal (A-D) – Gives Flower Effect
- Song Seal (A-D) – Gives Musical Effect
- A Seal – Z Seal (Unown) – Gives Letter Effect
- Shock Seal
- Mystery Seal

## MASSAGES

By the Gym in Veilstone City there is a girl that will kindly give your Pokémon Massages. This is a common thing within Pokémon games and helps raise their Happiness. However, while the person massages your Pokémon items can be found. These items are for Super Contests. Below is a list of the accessories...




Determination, Eerie Thing, Glitter Powder, Humming Note, Mystic Fire, Peculiar Spoon, Poison Extract, Pretty Dewdrop, Puffy Smoke, Shimmering Fire, Shiny Powder, Snow Crystal, Sparks, Spring, Wealthy Coin, Seashell.

## SINNOH GYM LEADERS

You're going to have to be a top Trainer if you want to achieve one of the game's main objectives and defeat the Gym Leaders. There are eight gyms to visit to win badges but unlike previous games, the type each Gym Leader uses is not necessarily their Pokémon Type, but the kind of attacks their Pokémon use...

**Roark**
Oreburgh City
This guy is a Rock Type Trainer and his Pokémon are all Rock Types and use Rock Attacks. When you have beaten him he gives you the Coal Badge and TM76 plus you can use Rock Smash outside of battle.

**Gardenia**
Eterna City
The second Gym Leader focuses on Grass Type Pokémon and Attacks. You must battle four girls before finding Gardenia. You get a Forest Badge and TM80 and can use 'Cut' for defeating her.

**Maylene**
Veilstone City
You've got to complete a puzzle to get to Maylene, battling Trainers along the way. She focuses on Fighting Types. You'll get a Cobal Badge and can use Fly when she's beaten.

**Crasher Wake**
Pastoria City
This guy and his fellow Trainers focus on Water Types, so the puzzle to find him involve changing the water levels around the Gym.
Once beaten you will get the Fan Badge and be able to use Fog Clear.

**Fantina**
Hearthome City
A Ghost Pokémon Trainer, you find Fantina by the Contest Hall. The Gym is on various levels, take the lift up and choose a room. Two have

Trainers, the third takes you up. Repeat this to find Fantina. You get a Relic Badge and can use Surf when she's beaten.

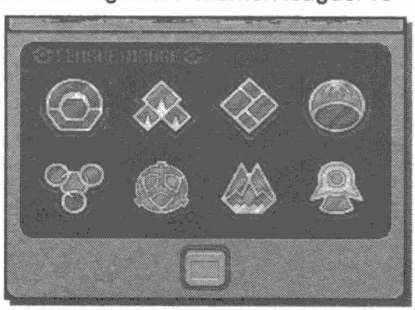
**Byron**
Canalave City
A Steel Type Gym you must go up on platforms and move around the building, batting Trainers as you go to reach Byron. Beat him and you get the Mine Badge and can use Strength outside
battle situations.

**Candice**
Snowpoint City
This Gym is full of Ice Type Pokémon and the puzzle to find Candice involves moving snowballs out of your way to make a straight line to her. When beaten she gives you the Glaceon
Badge and you can use Rock Climb outside of battle.

**Volkner**
Sunyshore City
The final Gym Leader is Electric Type. His Gym requires you to create a path to him by pressing buttons on gears that rotate bridges so you can get to the end and battle him. Beat this guy and
you will get the Beacon Badge for your troubles, along with the Waterfall move to use outside of battle. Thanks, Volkner!

## SINNOH ELITE FOUR

Every Pokémon game has had its Elite Four – the Pokémon Trainers who are regarding as the meanest and toughest in their regional Pokémon league. To challenge the Elite Four you must have achieved all eight Badges and you must defeat them one after the other, without a single defeat to reach the champion.



**No. 1 – Aaron**
Bug Type
The first encounter you will have with one of the Elite Four will be with Aaron

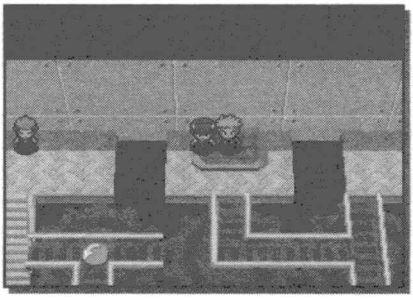
and he's a Bug type trainer. Focus your attacks on Bug type moves and supplement this with Fire and Flying types to deal with this Pokémon mix.

**No. 2 – Bertha**
Ground Type
Next comes the Ground type Pokémon enthusiast Bertha. You will need to use lots of Ground type moves mixed with a few Grass and Water type moves to expose her weaknesses and see off her Pokémon.

**No. 3 – Flint**
Fire Type
Flint is an odd one. He's down as the Fire type trainer in the Elite Four, but he has quite a range of Pokémon for you to fight. Obviously try some Fire type moves, but Ground and Water are also effective here.

**No. 4 – Lucian**
Psychic Type
All of the Pokémon in Lucian's collection are Psychic types so this is the first move type to concentrate on. Then throw in some Dark, Ghost and Bug types moves to sort out the hangers on.

**Champion – Cynthia**
Various Types
You will need to really focus on your battle strategy to beat Cynthia – she's the one who will have helped you earlier in the game with Team Galaxy. She has a wide variety of Pokémon and one of them, Spiritomb, doesn't even have any weaknesses! Just pull off all your best moves, and sort out any damage immediately!



## POKÉCENTRES

Want to be a Pokémon winner? Well ensure you make the most of the facilities in each town you visit. There's a Pokémon Centre where you can battle with friends wirelessly, trade Pokémon, use a PC to swot up on Pokémon info and deposit or withdraw Pokémon.

It's also useful to chat with anyone

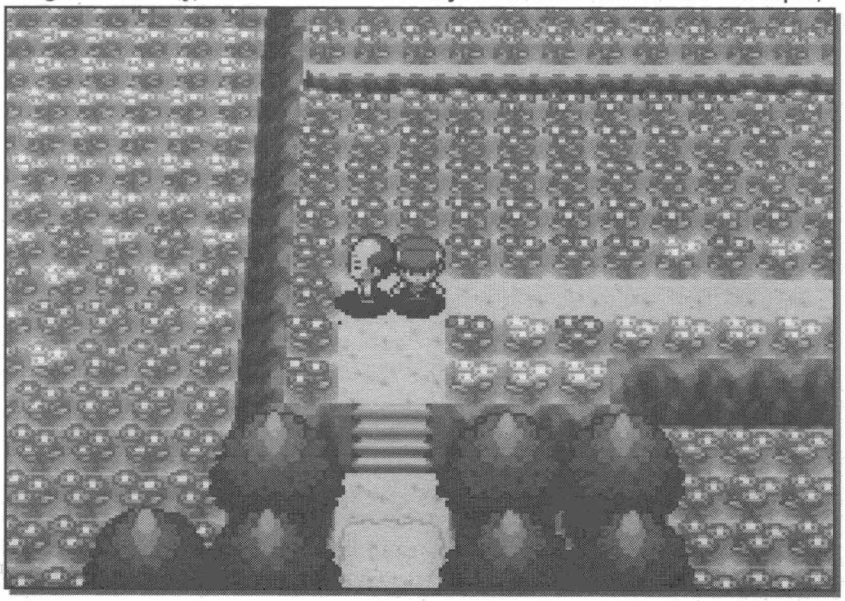
around for clues and tidbits. The local PokéMart is worth a visit aswell. Here you will be able to purchase different items to help in your Sinnoh quest.

## SWEET, SWEET HONEY!

So, you thought trees were just trees did you? Well you're wrong! In Diamond and Pearl they can help you find rare Pokémon. How? Well we'll tell you – you're going to need a big pot of Sweet Honey. You will find this lovely stuff in the Floaroma Flower Field just above Floaroma Town. The first bloke you come across will sell you it for 100 Pokédollars. More honey can be found by using Combee's Special Ability. There's an infinite amount of honey to buy in the game, so stock up well.

**The Trees**

All around the land of Sinnoh you will see trees that look different to the regular ones – they're brown for a start! These are the trees that you should spread your honey on by going up to them and pressing 'A'. Nothing will happen immediately, but come back in about 12 hours' time and you'll find a Pokémon close by. There are many Pokémon that can only be found and caught in this way, but the most common you will come across are Wurmple,

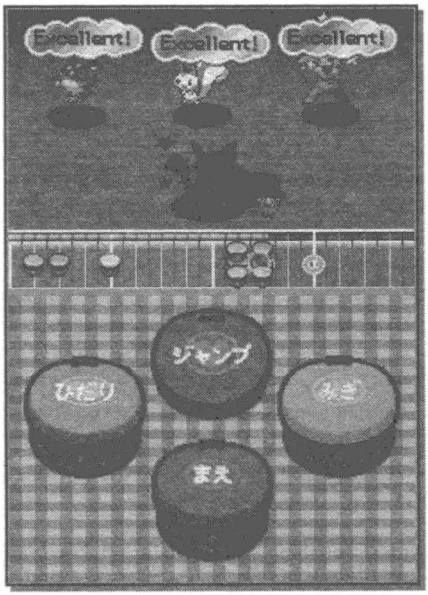


Silcoon and Cascoon. Make sure you get back to the tree in plenty of time, though, as the Pokémon won't hang around for too long.

**Honey Pokémon**
Pokémon that can only be caught using the Sweet Honey method are Aipom, Haracross, Burmy, Combee, Cherubi and Munchlax.

## POKÉMON SUPER CONTESTS

Afunction that was first introduced in Ruby and Sapphire, Pokémon Contests give you a great way to train your Pokémon in addition to battling. You can test their powers and have fun at the same time, earning you ribbons and prizes! In Diamond and Pearl they're known as Super Contests and have a few added extras over the previous Pokémon games. You will find Sinnoh's Super Contest Hall in Hearthome City, on the same street as the Pokémon Centre. The key to success is preparation, especially with accessories. You can pick them up all over the game. Buy a good selection as you move around. There are three rounds in total that determine the success of your Pokémon's Contest...




**Visual Judgement**
Each round has a set theme and you must physically dress your Pokémon using a wide range of items to match the theme. The best-dressed Pokémon earn the most points! This is done using the touch screen, dragging items on to your Pokémon. When they're ready they go in front of a crowd and you can see the reaction they get!

**Dance Judgement**
Based on who won the first round, your Pokémon will now become either the lead dancer or a backing dancer. Using the four buttons on the touch screen you must tap along with the song. You can get points here for rhythm and co-ordination.

**Performance Judgement**
Now it's time for a great performance! You select a judge to impress and must then perform Attacks in an attempt to earn Appeal Points, jamming the points of your opponents. The one with the most points after five rounds wins.

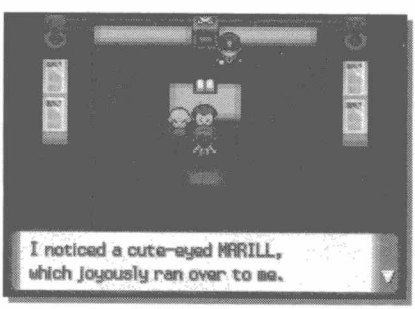
## DAILY & WEEKLY EVENTS

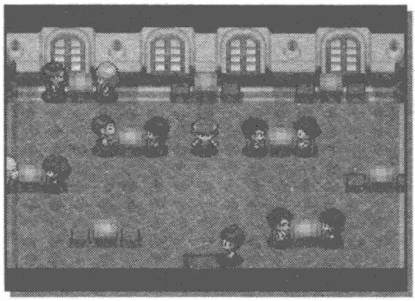
Using the Nintendo DS's internal clock and calendar function, Diamond and Pearl creates special events that happen at certain times and dates...

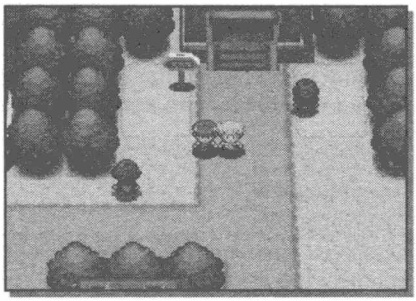
**Pokémon Swarms**
Sandgem Town
Once you have the National Pokédex you will find Pokémon Swarms around Sinnoh. The place they swarm changes each day. Check out the TV for occasional reports on swarms or go to Dawn/Lucas' sister in Sandgem Town and she will tell you where to find them.

**Pokémon lottery**
Jubilife City
In the reception of the TV Station is a Pokémon Lottery. Each day it gives out a new number. You get prizes if your Pokémon match any of the numbers in order.

**Changing Trainer**
Jubilife City
To the left of the Lottery counter you'll find a Trainer. They're working on a story and will ask to battle you. There's a different Trainer here every day, so the Pokémon you will encounter in battle will also change every day. The great thing is these battles will be on TV and can be sent via mixing records.







**Berry Girl**
Floaroma Town
As an introduction to berries, the girl in the Floaroma Town Accessory shop will give you a different Berry every day.

**Catch a Drifloon**
Valley Windworks
Once you have rid the area of Team Galactic a Drifloon will appear next to the Valley Windworks every Friday. It's at Lv.20 though, so be ready for a fight!

**Hiker Items**
Sinnoh Underground
Each day the Hikers you encounter around the Sinnoh Underground change the items they will exchange. If they offer something rare – grab it quick, you might not see it again for a while!

**New Pokéballs**
Solaceon Town
Want some new Pokéballs? The house next to the PokéCenter in Solaceon Town houses a News Reporter who wants to see a Pokémon – they're all ones you will have already seen, so don't worry about going on a long search. Give him what he wants and he will reward you with three PokéBalls of different kinds, except MasterBalls, PremiumBalls and CherishBalls.

**Rare Berries**
Pastoria City
Visit the house on the very West side of Pastoria City. Every day a lady there will give you a Berry. These berries are the new berries of Sinnoh and are quite rare.

**Safari Zone**
Great Marsh
Visit the Great Marsh inside the Safari Zone near Pastoria City and you will find a new Pokémon to add to your Pokédex each day. That should boost your numbers nicely!

**Rare Pokémon**
Trophy Garden
Once you have the National Pokédex to fill, visit the Mansion on Route 214 to speak to the owner, Mr Backlot. He will tell you about a rare Pokémon that has been seen in his special Trophy Garden. This Pokémon will be there for today and tomorrow, then it will change, so catch it while you can!

**Changing Trainers**
Valor Lakefront
Visit the Restaurant next to the Grand Hotel on Valor Lakefront and you will find a new set of Trainers to battle every day. They are only there between 9am and 11pm though, so keep an eye on your Pokétch for the time!

**Battle Items**
Route 221
There's a house on Route 221 where a man will ask to see a Pokémon of a certain level. Make his wish come true and he will give you one of three Battle Items based on the number of times you have visited him, then he repeats... first time it's a Black Belt, second time an Expert Belt and third time a Focus Sash.

**GBA Transfer**
Pal Park
Again, once you have the National Pokédex, you will be able to transfer six Pokémon per day from your old Game Boy Advance Pokémon cartridges. You can then capture these for your new Pokédex in PalPark on Route 221. Make sure you transfer the right ones though as you can only do this once each day!

**Fancy a Fight?**
Fight Area
At a loose end on the weekend? Well, each Saturday and Sunday your rival will appear in the Fight Area for a battle (see the map in the centre pages of this issue to find the place). He is now around Lv.60 though, so make sure you get lots of practice in before going for him! This is a good way to level up your Pokémon and just have fun!

## WILD DOUBLE BATTLES

The Double Battle is a feature that was first introduced in Ruby and Sapphire. These battles allow you to battle with two Pokémon at once, and against two too! This added an extra element of strategy and Diamond and Pearl also add new elements to Double Battling. When you reach certain areas in Sinnoh you will be teamed up with another Trainer. This guy or girl will follow you around and do battle when you reach the right spot. You will still be challenged by Wild Pokémon, but there will now be two Wild Pokémon coming at you at once and your partner will battle them by your side. You can't use any PokéBalls when there are two Wild Pokémon battling though, you can only go for a capture when you've knocked one out. Watch out though, your partner might knock out the one you're after! Here are the locations you can have Team Ups and Double Wild Battles...

**Eterna Forest**
When you first visit the Eterna Forest you will meet a young girl who would like help getting to the other side. Guide her through and she will help you battle the Trainers you will encounter in here. She has a Chansey with her.

**Wayward Cave**
On Route 206 you will have to hunt your way through the Wayward Cave. You will come across a Trainer that needs your help getting through. Help her out and she will join you for a few battles. She has a Kadabra with her.

**Iron Mountain**
When adventuring through the cave on Iron Mountain you will run into a guy who looks a bit like Aaron from the eighth Pokémon movie, curiously he also has a Lucario with him. He needs your help to get to the end of the cave and if you please him he will give you a Riolu egg, so make sure you've got a spare slot! Riolu is the pre-evolved form of Lucario.

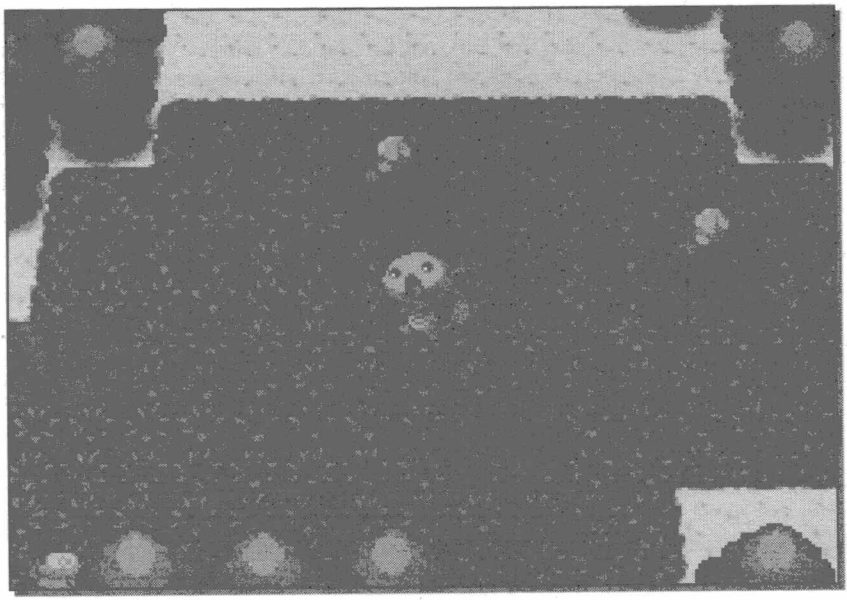
**Victory Road**
A new section of the Victory Road will open up once you have the National

Pokédex in your possession, it leads you to Route 224. When you first get there it will be very foggy and you must clear the fog using HM05, Defog. You will then discover a guy who needs to get out. Help him, he has an Arcanine with him for battles.

**Stark Mountain**
After obtaining the National Pokédex go to Stark Mountain and you will meet up with a girl who needs your help to find the Volcanic Rock. Explore the mountain with her until you find it – she has a Claydol with her. Once she has the rock she will be off! You can find her back at her house in the Survival Area. Have a chat with her there and then you'll have to head back to the mountain to fight with Heatran.

## SAFARI ZONE

A common staple of all Pokémon games, The Safari Zone allows you to capture Pokémon without having to battle with them all the time! You are sent into the Zone with 500 steps and 30 Safari Balls – but there are some differences in the Safari game you find in Diamond and Pearl's Pastoria City...



**Allocating Pokémon**
There are lots of Pokémon allocated to the Safari Zone, so therefore there must be a way to get specific monsters. Upstairs in the Safari building you will find three pairs of binoculars pointing out at the Safari game. For 100 PokéDollars you can get a brief glimpse around the game, showing where certain Pokémon are currently located, including non-Sinnoh Pokédex Pokémon. If you're after a certain Pokémon you can now hone in on a certain area, rather than searching aimlessly. Although the binoculars are a help, there are by no means a guarantee!

**In the Safari Game**
The internal workings of the Safari game are also different to previous games. There are six areas, all interlinked in some way – by surfing or just by general pathways. There is also a train that can take you to a specific area so that you can hunt that elusive Pokémon down much easier. The grass is also incased in mud, if you walk too slowly or close to grassless mud you will get stuck in the mud and have to remove yourself. Every time you get yourself out of being stuck, it counts as a step – so watch out for this pitfall!

**Continuing the Safari**
There are certain Pokémon that can only be found by playing the Safari game, and then only by looking through the binoculars. Here's a list of them all, and unless stated, you will also have to have the National Pokédex in order to find these monsters...

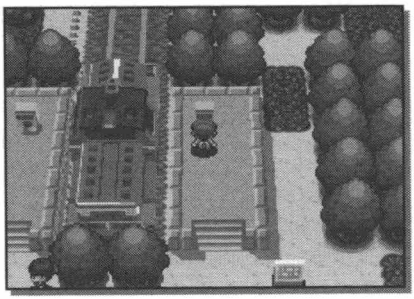
**024 – Arbok**
Poison
You'll need to have FireRed inserted into your DS.

**046 – Paras**
Bug/Grass
Available once you have the National Pokédex.

**054 – Psyduck**
Water
Available both before and after the National Dex.

**055 – Golduck**
Water

Available both before and after the National Dex.



**102 – Exeggute**
Grass/Psychic
Available once you have the National Pokédex.

**115 – Kangaskhan**
Normal
Available once you have the National Pokédex.

**163 – Hoothoot**
Normal/Flying
Available before and after National Dex, but at night.

**164 – Noctowl**
Normal/Flying
Available before and after National Dex, but at night.

**183 – Marill**
Water
Available both before and after the National Dex.

**193 – Yanma**
Bug/Flying
Available once you have the National Pokédex.

**194 – Wooper**
Water/Ground
Available both before and after the National Dex.

**195 – Quagsire**
Water/Ground
Available both before and after the National Dex.

**285 – Shroomish**
Grass

Available once you have the National Pokédex.

**298 – Azurill**
Normal
Available both before and after the National Dex.

**315 – Roselia**
Grass/Poison
Available both before and after the National Dex.

**316 – Gulpin**
Poison
Available once you have the National Pokédex.

**318 – Carvanha**
Water/Dark
This Pokémon is found by fishing.

**339 – Barboach**
Water/Ground
Before and after the National Dex by fishing.

**340 – Whiscash**
Water/Ground
Before and after the National Dex by fishing.

**357 – Tropius**
Grass/Flying
Available once you have the National Pokédex.

**397 – Staravia**
Normal/Flying
Available both before and after the National Dex.

**399 – Bidoof**
Normal
Available both before and after the National Dex.

**400 – Bibarel**

Normal/Water
Available both before and after the National Dex.

**406 – Budew**
Grass/Poison
Available both before and after the National Dex.

**451 – Skorupi**
Poison/Bug
Available both before and after the National Dex.

**452 – Drapion**
Poison/Dark
Available both before and after the National Dex.

**453 – Croagunk**
Poison/Fight
Available both before and after the National Dex.

**454 – Toxicroak**
Poison/Fight
Available both before and after the National Dex.

**455 – Carnivine**
Grass
Available both before and after the National Dex.

## NEW WILD POKÉMON

After obtaining the National Pokédex, inserting certain old-school Pokémon Game Boy games into the GBA slot of your DS will make new Wild Pokémon appear! These Pokémon and all their evolutions are only available by this method, so expect to see people at car boot sales trying to find older Pokémon games! Ruby, Sapphire, Emerald, FireRed and LeafGreen all unlock Pokémon, and some can be unlocked
by inserting any old game.

## THE BATTLE TOWER

Like the previous Pokémon games, Diamond and Pearl also has a Battle Tower. This is the place to go if you wish to battle your Pokémon against some seriously tough A.I.! There are a few changes to think about this time around, though.

First of all there is no Lv.50 or Lv.100 mode, the Battle Tower is Lv.50 only. This doesn't restrict you, however, it will simply lower your Pokémon's level to 50 for the battle. This allows all the Pokémon to be integrated, no matter what level they are at. Battling in the Battle Tower will earn you points that you can then spend in the building to the south of the tower, so that's a real bonus. When you first enter the Battle Tower there are three rooms you can visit. To the right is the Wi-Fi area to play around with. You can upload a team to the internet from here, and download teams that will crop up as you are battling through the tower. The other two rooms are where all the action is.

### Standard Battles

Accessed from the centre door, the Standard Battles can be played in both single and double Battle mode, giving you the chance to test your Pokémon with some of the toughest computer players. If you manage to continue winning battles one after another, the opponents will get tougher and tougher! Just like in Pokémon Emerald, in single Battle mode you will get to battle the Tower Tycoon on several occasions. This guy is one of the

strongest Pokémon Trainers that ever lived and will need some serious gameplay strategy to beat him! If you manage to knock him off his perch you will get 20 BP. Here are his teams...

On 21st Consecutive Battle... Dragonite, Milotic, Rhyperior
On 49th Consecutive Battle... Heatran, Regigigas, Cresseli

**Multi-Battles**
Finally, it's the Multi-Battle mode where you get to team up with a friend via the DS Wireless Play function and tackle the Battle Tower as a team. Don't worry if you don't have any friends, though! There is a single-player Multi-Battle mode (work that one out!) where you can play with the Pokémon Trainers that you were teamed up with earlier in the game. When you enter the room, the five Trainers will be stood around and you can go up to them and start a chat. Here you select which one you would like to play a battle with. They don't just have the Pokémon that had earlier, though, they've been busy and some of the new Pokémon have multiple sets of moves.

**Cheryl From Eterna Forest**
Snorlax, Espeon, Umbreon, Porygon2, Blissey, Milotic, Latias, Latios, Gastrodon, Porygon-Z, Cresselia

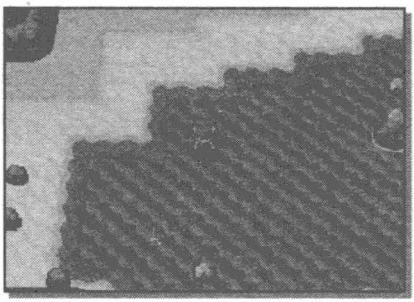
**Mira From Wayward Cave**
Alakazam, Gengar, Zapdos, Espeon, Gardevoir, Latios, Roserade, Magnezone, Magmortar,Togekiss, Glaceon, Porygon-Z

**Riley From Iron Mountain**
Poliwrath, Machamp, Rhydon, Gyarados, Ursaring, Tyranitar, Blaziken, Breloom, Slaking, Hariyama, Medicham, Absol, Salamence, Metagross, Rampardos, Lucario, Toxicroak, Rhyperior, Mamoswine, Regigigas

**Marley From Victory Road**
Dugtrio, Electrode, Starmie, Aerodactyl, Crobat, Sceptile, Swellow, Ninjask, Weavile

**Buck From Stark Mountain**
Umbreon, Forretress, Steelix, Shuckle, Skarmory, Regirock, Regice, Registeel,

Bastiodon, Rhyperior, Probopass, Dusknoir, Cresselia



## PAL PARK

You will find the Pal Park on Route 221 after you get your National Pokédex. Pal Park is the only way of transferring Pokémon to your game from your old Pokémon games collection. One thing to note, though, is that this only works with games of the same language and region!

You can select six Pokémon to transfer at any one time. Choose them from the menu before loading your game, then go to the Pal Park in Route 221 and they will give you the Park Balls you will need. These balls have a 100 per cent capture rate, and once you find your Pokémon, you can't even run, so you have to capture it!

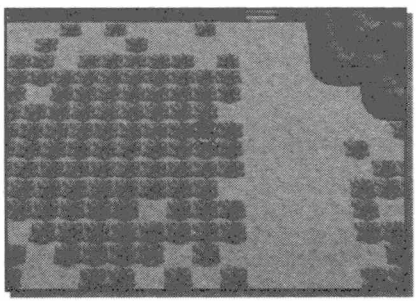
### Areas to Search

There are lots of areas you can search for these new Pokémon in, they will usually go for the area that fits in with their profile. For example, a sea Pokémon is going to find its way to the small sea area in the Pal Park – so start your search there!

Other good areas to search include a pond area and the mountainside, but just visiting these areas is no guarantee that you will just stumble upon the Pokémon you need. Some of the monsters can be very rare and hard to find even though you know they're out here in the park somewhere!
The standard area for finding Pokémon is still the grass that covers much of the Pal Park, of course. Both short and tall grass can be found, so there's plenty of searching area for you to cover!

### Capturing Pokémon

When you do come across a transferred Pokémon, they will have the exact same stats, level, moves, effort values, shiny rating and original Trainer and location information! Everything it had in your old Game Boy games! All you've got to do is throw one of the Park Balls you were



given and the Pokémon is yours again. Capture all of the Pokémon you have transferred in a certain time limit and you will be congratulated by the Pal Park Ranger. He will give you a special Berry for all your efforts, so that's nice!

## BACK UNDERGROUND

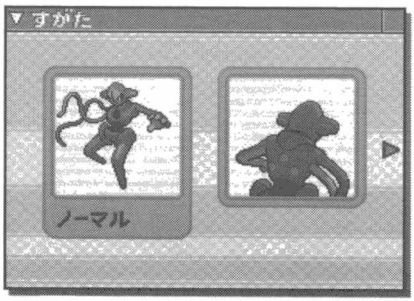
When visiting the Sinnoh Underground you come across a bewildering maze of corridors and passageways, but there's a lot of fun to be had down here and lots of hikers to stumble across who will help you furnish your Secret Base, for a price. A Goods Merchant will sell you items for your base, and buy unwanted items from you, a Trap Merchant will buy and sell traps (obviously!) and a Treasure Buyer will buy the treasure you dig up from the walls and give you gems!

## AMITY SQUARE

In the north of Hearthome City, there is a special area that you can only enter with certain Pokémon. There are 11 Pokémon out of the 493 in total that are able to enter Amity Square. These Pokémon then get out of their Pokéballs and follow you around – so it's great fun to visit! The Pokémon that can come out to play are...

**Buneary, Clefairy, Drifloon, Happiny, Jigglypuff, Pachirisu, Pikachu, Psyduck, Shroomish, Skitty, Torchic**

There are many people and things spread about Amity Square, including several items such as TM45 and the Spooky Plate. It's worth having a look around. However, the biggest thing of note is that the Pokémon you have following you will end up picking up items every 200 steps. All you have to do is talk to the Pokémon and take the item off it. These items are all contest related, mostly being contest accessories, but you can sometimes pick up berries.



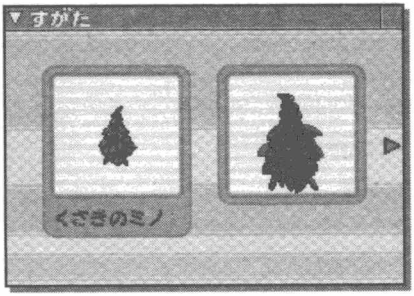

## THE DEOXYS FACTOR

Deoxys, the space virus Pokémon introduced in Ruby and Sapphire has four forms spread across the games. However, in the past you had to trade your Deoxys across the games, this is no more. In Veilstone City, you have the ability to change your Deoxys form. In the east of the city there are

four Meteorites. When you have Deoxys with you in your party, talk to them and they will change your Deoxy's form for you.

**Pick a Meteorite**
Top – Speed Deoxys
Middle – Normal Deoxys
Bottom Left – Attack Deoxys
Bottom Right – Defence Deoxys

All Deoxys forms have different stats and learn sets, so this could be handy if you want a particular form of Deoxys that knows a certain attack.




## THE BURMY FACTOR

Burmy first appears to be a standard Bug Pokémon that is only obtainable on trees, however, Burmy has a difference that very few others have... it changes its form.

This form difference is not based on the game version, or weather, this Pokémon's form changes entirely on where it last battled. However, this does bring in interesting factoids about it when the female version evolves. When a female Burmy evolves at Lv.20, it keeps the form it was in when it evolved! Here's a look at the various forms...

**Grass Form**
The more commonly seen form of Burmy you will see is the Grass form. This form appears when you battle Wild Pokémon or Trainers in grass, forests or just general green areas. When it evolves into Minomadammu, this form of Wormadam gains the Grass Type, which adds to its weaknesses, it has a different moveset to the others.

**Ground Form**
The next Burmy form is the Yellow Ground. This form is obtained after battling in caves, ruins or on roads. When it evolves into Minomadammu this form of Wormadam gains the Ground Type that adds to its weaknesses, it again has a different move set.

**Steel Form**

Next comes the Pink Steel form of Burmy. This form is obtained after battling inside buildings. When it evolves into Minomadammu this form of Wormadam gains the Steel Type that adds to its weaknesses again, it has a different move set to the others, but then you guessed that!

## THE RIBBON SOCIETY

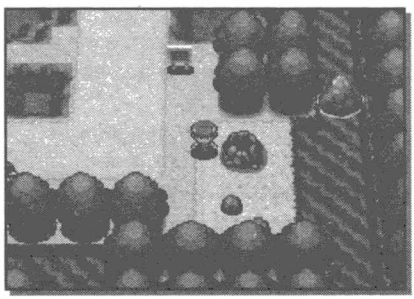
Hidden away in the Resort Area in the North East of Sinnoh is the Ribbon Society. This building is a rather exclusive place and there are entry requirements for you to become a member. These requirements involve Ribbons. Any Pokémon on your party has to have at least ten Ribbons on it alone. This will give you access to the Ribbon Society... where everybody knows your name, and the greeter is always glad you came.

The Ribbon society take pride in the fact that you won't find many people in the club at any one time, so there are few people to talk to. At the reception desk, there is a lady who will sell you some glamorous ribbons, which you won't find anywhere else. These Ribbons will be put on the Pokémon at the head of the party. You can only get one at a time and the Club cycles through

the Ribbons below. Below are the ribbons and their price...

**Gorgeous Ribbon – 10,000**
**Royal Ribbon – 100,000**
**Gorgeous-Royal Ribbon – 999,999**

Finally, on the second floor of the club, there are four ladies who will gladly give the top Pokémon of your party a massage. The massage in this area increases the happiness of your Pokémon more than the massage elsewhere in Sinnoh. These will only give it once a day so be sure to use it wisely.

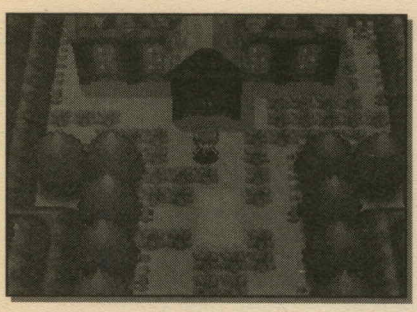


## THE SPIRITOMB FACTOR

Spiritomb is a unique Pokémon. Being of the Dark/Ghost type like Sableye, it has no weaknesses. Here we will talk about the method used to obtain Spiritomb, one of the most long-winded ways to get a Pokémon! The first thing that you need to do is get a Odd Keystone. You may find one lying about in Sinnoh, but it would be easier to find it in the Sinnoh Underground while digging, although it will be a bit rare. Take the Odd Keystone to the Spirit Tower Well in Route 209 and Place it inside the Well. This will activate the event for Spiritomb. Next you need to go to the Sinnoh Underground and talk to 32 People there in total. These do not include the Hikers that give you items, so keep on looking!

While this does sound like a Daunting Task, what you can do is exit and enter 32 times and talk to the same person. Each time this will count as talking to a different person so although it will take time, it can be done as long as you have a friend with Diamond and Pearl. Remember the Sinnoh Underground is DS Wireless, not Wi-Fi, so you need to physically be near your friend in order to do this!

Now with 32 people talked to, go back to the Spirit Tower Well in Route 209 and you will battle a Wild Spiritomb. It is fairly low level so be weary. You can do this multiple times as you can get multiple Odd Keystones, but it can get a bit long-winded so it may be best just to breed to get that perfect Spiritomb!

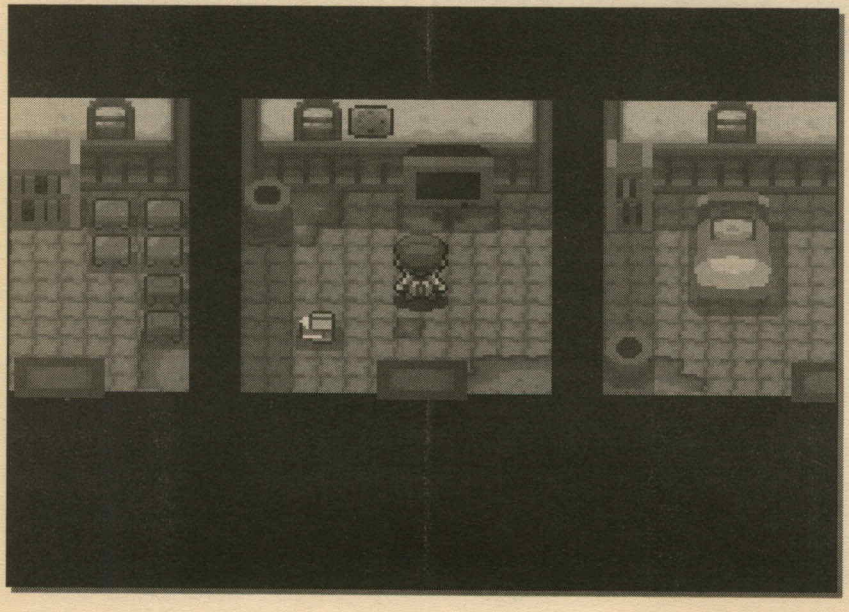


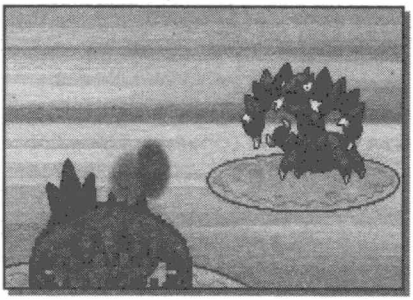
## THE ROTOM FACTOR

Rotom is a rather well-hidden Pokémon, you are not likely to see it unless you specifically go hunting for it. It is even well hidden within the area that it is located. Here's how to get it...

Hidden towards the exit of Eterna Forest, there is a little path up that goes to the Old Chateau. Once you have the National Dex, Make sure to go there in the evening or at night. Inside, you'll find many rooms, some of which have creepy ghosts of people as well as many ghost-type Pokémon. Once you're inside, make sure to go upstairs

In one of the rooms upstairs, there will be a Television that happens to be turned on. Click A to see it and you should encounter Rotom, if not... then come back later on in the night. Rotom is at Level 15, so you have to be incredibly careful with it.





## BATTLE CHANGES

In previous Pokémon games the strength of the Pokémon's attack has been dependent on either its Physical Attack or Special Attack, and their defence against attacks with Physical Defence and Special Defence. The Physical and Special aspects were determined by type. Physical being Normal, Fighting, Flying, Poison, Ground, Rock, Ghost, Bug & Steel and Special being Water, Fire, Grass, Electric, Psychic, Ice, Dragon & Dark. In Diamond and Pearl this has changed...

**Physical/Special Split**

The Physical & Special Attacks are not done solely on type this time around. The classification of each attack and what stats it affects on both your Pokémon and the opponent's Pokémon, is determined from the attack itself. Now unlike the way that most people think, this is not determined through the Physical Contact aspect of the attacks – a system that was created in Ruby and Sapphire. The way they are decided now is if the attacks are done with Physical things such as Punches, Rocks and Stingers or Elements and other special stuff. However, the full extent of this is not yet known, check the Serebii.net website regularly for updates on attacks!

**Checking the Classification**

Previously in Pokémon games, there was no actual way to tell if the attacks were Physical or if they were Special, except through the use of guides and websites. However, with this massive change, now when you check the Pokémon's attack in the Status Screen, it will give you the classification including an icon to help determine this.

# POKÉMON EMERALD

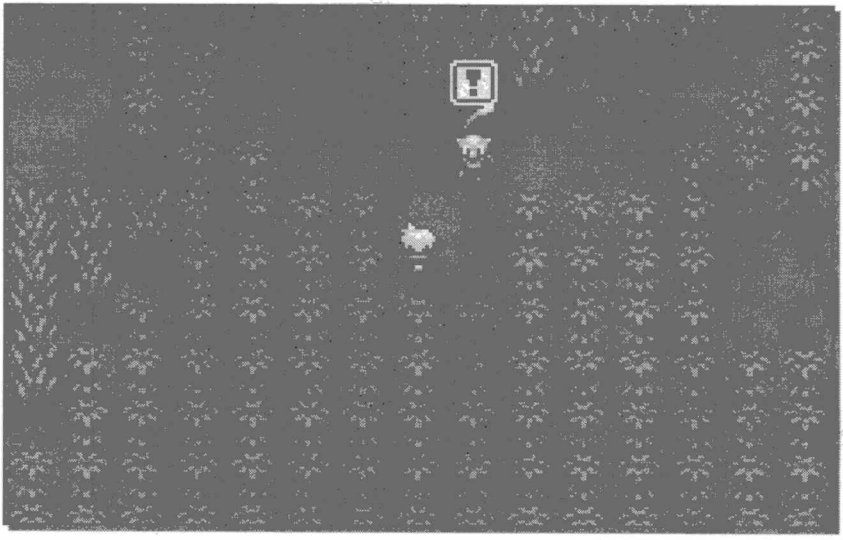
## FINDING FISHING RODS

Fishing rods are very important pieces of kit in Pokémon games. Without them you're never going to catch 'em all! Here is how to find them...

**Old Rod**
For an Old Rod head to Dewford Town and chat with the fisherman close to the gym. He will simply give it to you!

**Good Rod**
Another fisherman is the key to getting a Good Rod. He's on Route 118, just to the East of Mauville City. You'll need to use Surf to get to him for a chat.

**Super Rod**
Mossdeep City is the place for a Super Rod. Find the Space Center then go North and into a house. The man you find in the house will give you the Super Rod for excellent fishing!



## THE ALTERING CAVE & BATTLE FRONTIER

Once you have beate the Elite Four in this game you can get entry to the Altering Cave. You will find it on Route 103. You will also now be able to go to the Battle Frontier location.

## THE BERRY MASTER'S WIFE

This lovely lady will shower you with berries if you talk to her nicely. You can only tell her one phrase a day though so choose them wisely...

| | |
|---|---|
| **Great Battle** | You will get a Spelon Berry |
| **Super Hustle** | You will get a Belue Berry |
| **Challenge Contest** | You will get a Pamtre Berry |
| **Cool Latios** | You will get a Durin Berry |
| **Overwhelming Latias** | You will get a Watmel Berry |

## SCOTT'S PRIZES

You will find Scott in a house in the Battle Frontier. Depending on how well you have done at the Battle Frontier, he will give you different kinds of berries and decorations when you talk to him...

| | |
|---|---|
| **Starf Berry** | Obtain all Gold Frontier Symbols |
| **Gold Shield** | Win 100 Battles |
| **Silver Shield** | Win 50 Battles |
| **Lansat Berry** | Obtain all Silver Frontier Symbols |

## THE GLASS MAKER

You will find this chap on Route 113, to the East of Fallobour Town. He lives in a house where he makes glass items if you give him some ash. The ash is all over the grass nearby. Here's what's on offer...

| | |
|---|---|
| **Blue Flute** | 250 steps in the ash |
| **Yellow Flute** | 500 steps in the ash |
| **Red Flute** | 500 steps in the ash |
| **Black Flute** | 1,000 steps in the ash |
| **White Flute** | 1,000 steps in the ash |
| **Pretty Chair** | 6,000 steps in the ash |
| **Pretty Desk** | 8,000 steps in the ash |

## UNLOCKABLE SPECIAL POKÉMON

Some of the Pokémon in this game can only be caught once you have set off certain events...

| | |
|---|---|
| **Kyogre** | Beat the Elite Four then go to the Sea Lair. |
| **Beldum** | Go to Steve's house after the Elite Four. |
| **Castform** | Go to the Weather Institute and beat the rival team. |
| **Latios or Latias** | Use the Eon Ticket to mix records with a Ruby or Sapphire then head for Southern Island. |
| **Chikorita, Cyndaquil or Tododile** | Once the 200 Hoenn Pokémon have been caught you will get a call on the Pokénav from Professor Birch. |
| **Deoxys** | Go to Birth Island after getting the Aurara Ticket. |
| **Groudon** | Go to the Land Lair after beating the Elite Four. |
| **Ho-oh/Lugia** | Go to Navel Island after getting the Mystic Ticket. |
| **Latios or Latias** | With the Elite Four beaten, watch TV in your house. |
| **Treeko, Torchic or Mudkip** | You must help Proffesor Birch escape wild Pokémon. |
| **Mew** | Go to Faraway Island after getting the Old Sea Chart. |
| **Rayquaza** | Once you have got Magma and Aqua to remove Kyogre and Groudon from the cave go to Sky Pillar. |

## TRAINER HILL

Once you have beaten the Elite Four a new area called the Trainer Hill is avilable for you.

## LATIAS OR LATIOS?

Again, after the Elite Four have been seen off, head to your house and watch the TV that is downstairs. When you've finished your mum will ask what colour the Pokémon is. Say red if you want Latias or say blue if you want Latios. Thanks mum! To get the other choice into your Pokédex you're going to have to mix records with a Ruby or Sapphire game that used the Eon Ticket. You'll be able to visit the Hidden Island on the SS Tidal where you can catch the opposing Lati-Pokémon.

## GET A DIPLOMA

Capure all 386 Pokémon in this game and then visit the hotel in Lilycove City. There's a Game Designer here who will give you your National Pokédex Diploma.

## BATTLE WITH STEVEN

Another one that happens after the Elite Four. A new area of Meteor Falls will open up in the North-West corner of the map. It's a new cave and inside you will find the former Pokémon champion Steven. Now you can battle him but watch out – his Pokémon are all in the 70HP-80HP range.

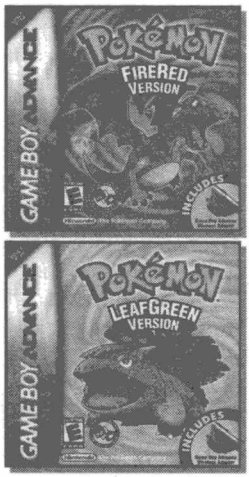
## FINDING MIRAGE ISLAND

You will find Mirage Island hiding out on Route 130. It's invisible most of the time, which makes finding it tricky! You can find out whether its visible by going to Pacifidlog Town and taking to the old man looking out of the window in the far South-Eastern house. It's worth visiting the island as it has a rare Leichi Berry that will power up your Pokémon when they get weak in battle.

## A MYSTERY GIFT

You can get yourself a Mystery Gift if you go to the PokéMart and press the A button on the piece of paper at the counter. You will then have to enter the words 'Link Together With All'. The lady serving in the store will then talk to you and tell you have have unlocked a Mystery Gift!

# POKÉMON FIRERED/ LEAFGREEN




## TRAINER CARD STICKER SECRETS

If you head for Island Four and then the Southernmost house and talk to the man inside, if will reward you with stickers for doing certain tasks...

| | |
|---|---|
| **Egg Hatching Sticker 1** | Hatch 1 Egg |
| **Egg Hatching Sticker 2** | Hatch 100 Eggs |
| **Egg Hatching Sticker 3** | Hatch 200 Eggs |
| **Egg Hatching Sticker 4** | Hatch 300 Eggs |
| **Winning A Link Battle Sticker 1** | Win 1 Link Battle |
| **Winning A Link Battle Sticker 2** | Win 20 Link Battles |
| **Winning A Link Battle Sticker 3** | Win 50 Link Battles |
| **Winning A Link Battle Sticker 4** | Win 100 Link Battles |
| **Hall of Fame Sticker 1** | Beat The Elite Four 1 Time |
| **Hall of Fame Sticker 2** | Beat The Elite Four 40 Times |
| **Hall of Fame Sticker 3** | Beat The Elite Four 100 Times |
| **Hall of Fame Sticker 4** | Beat The Elite Four 200 Times |

## SAFARI ZONE EXTRA TIME

Ahh, a nifty trick this one for saving the precious time in the Safari Zone. When standing in a grassy area waiting for encounters with Pokémon, just tap Left or Right to make your character turn around, but not move a space. This way Pokémon will battle you without your time in the Safari Zone going down!

## TRADING WITH RUBY & SAPPHIRE

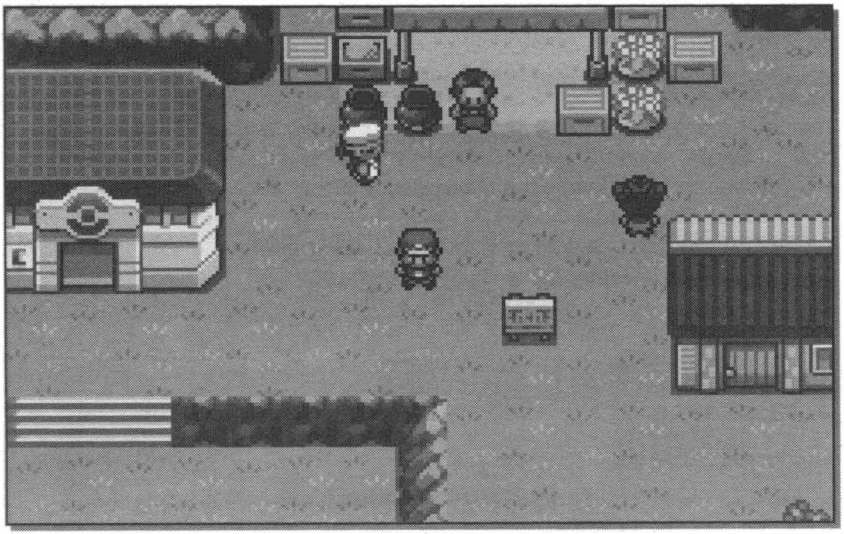
You can trade Pokémon with a Ruby or Sapphire game, but first you must find the Ruby and Sapphire items in the game and take them to the Network Machine on Island One. Do this and you can trade all you like!

## RARE ITEMS

Every Pokémon game has locations where important events took place or important people talked to you. If you use the Itemfinder on the exact place where things things happened you will find secret special items that are not

accessable any other way...

| | |
|---|---|
| **Soothe Bell** | Use Itemfinder where Mr. Fuji was in the Pokemon |
| **Tower Leftovers** | Use Itemfinder where Snorlax was near Cycling Road and Silence Bridge |
| **Sacred Ash** | Use Itemfinder where Ho-Oh was in Navel Rock |
| **Macho Brace** | Use Itemfinder where Giovanni was in Viridian Gym |

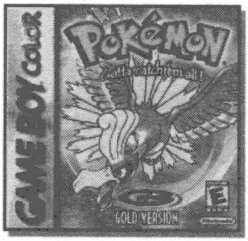


## ISLAND TWO POKÉMART

This PokéMart is severely limited on stock when you first visit Island Two, but completing certain tasks will see new items come in...

| | |
|---|---|
| **Lemonade** | Obtain the National Pokedex |
| **Lava Cookie** | Complete the Network Machine |
| **Timer Ball** | Complete the Network Machine |
| **MooMoo Milk** | Obtain the National Pokedex |
| **Repeat Ball** | Complete the Network Machine |
| **Soda Pop** | Rescue Lostella |
| **Ultra Ball** | Rescue Lostella |

# POKÉMON GOLD



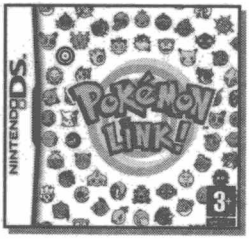

## BREEDING WITH DITTO

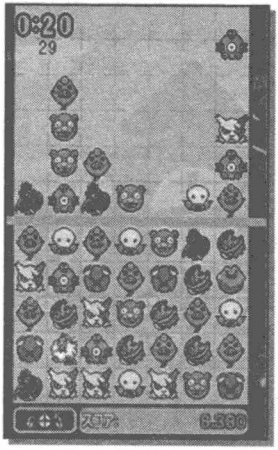
Ditto is a very useful Pokémon to have if you want to breed Pokémon but can't find two of different genders. It will act as a female Pokémon in any situation, giving you the baby of the father Pokémon! Strange.

## LEADER BATTLE REPETITION

You can battle the Pokémon Gym Leaders over and over again if you're clever, improving your Pokémon's levels each time. Save the game in front of a PC first and then battle the Gym Leader. When done, and beaten, clone your Pokémon that grew in level. Now turn the game off and back on again. You will find yourself back at the Pokémon Center before you battled the Gym Leader, only you will have the evolved Pokémon!

# POKÉMON LINK!/ TROZEI!

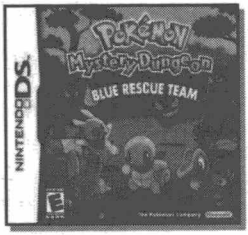



## FOREVER MODE

You may have already experienced Endless Mode, well Forever Mode is similar. It has a seven column wide playfield of Pokémon and is much faster than the regular game. You will find rare Pokémon here though that are unavailable elsewhere and you must now also start with a five link before working down to four, three and two.

# POKÉMON MYSTERY DUNGEON: BLUE RESCUE TEAM




## EVOLVING POKÉMON

If you want to evolve your Pokémon in this game you must first have beaten Rayquazza. Once the credits have rolled you will get access to the Luminous Cave location near Whiscash Pond, North of Pokémon Square. You will have to go here to learn about evolution, then next time you try to go on a mission your partner will tell you how to change leaders and travel with just one Pokémon. Taking this Pokémon into the Luminous Cave when it is at the right level will cause it to evolve!

## SPECIAL MISSIONS

Go to the Wonder Mail menu and type in the following passwords to select a Special Mission. (F) is the female sign, (M) the male sign and (...) is a space.

**??KP W?S? 4?6? ?2?W 0?7T 6???**
Find a Blast Seed for Pinsir near Thunderwave Cave
**3?2N 82Y? 4Q83 41?(F) ...65R ...!?W**
Gives you the Friend Area Boulder Cave
**0?05 760? 4WP4 KX?6 -?05 53?-**
Gives you the Friend Area Mt. Moonview
**5?2YQW0??T0QJC?(M)FH16WR?W**
Gives you the Friend Area Sky Blue Plains
**??MH CJ(...)? 44?P CF?8 7J6R (...)M?1**
Unlocks the Marvelous Sea
**???? (...)?X? 4?6? 76?(...) F4?R ????**
Find Gloom for Dewgong in the Tiny Woods.
**??CF 0?0? 2?N? ?Q?Y F47R K???**
Find Abra for Illumise at Mt Steel
**??9P P?(...)? 866? RN?M 0?7T 7???**
Find a Blast Seed for Misdreavus near Thunderwave Cave
**??KF Q?Y? -76? (...)H?! F??R !???**
Find Lunatone for Nincada at Mt Steel
**??R? K?F? 4?6? 61?(...) F??6 ????**
Help Parasect in the Tiny Woods
**??MS CJ(...)? 44?P MF?8 7J6R (...)M?1**
Unlocks the Oddity Cave
**??M4 CJY? 44?P CF?8 7J6R (...)M?1**
Unlocks the Remains Island

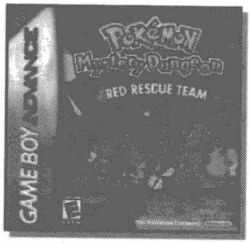
## SECRET DUNGEONS

When you have beaten Rayquaza you can unlock the following dungeons...

**Buried Relic**
First beat Stormy Sea, then when you get a mail about ruins, talk to Lombre and Shiftry.
**Darknight Relic**
Purchase Secretive Forest friend area.
**Desert Region**
Have friend area Furnace Desert.
**Far-Off Sea**
Purchase Calm Sea friend area.
**Fiery Field**
Give Xatu Spinda's Clear Feather

**Grand Sea**
Purchase Calm Sea friend area.
**Joyous Tower**
Clear Pitfall Valley. Must have Blue Sky Meadow friend area.
**Lightning Field**
Clear Fiery Field
**Meteor Cave**
Befriend Lugia
**Mt Faraway**
Clear Northwind Field
**Northeren Range**
Purchase friend area Southern Island, get Surf then sleep for a day.
**Northwind Field**
Clear Lightning Field
**Pitfall Valley**
Clear Northern Range.
**Purity Forest**
Clear Pitfall Valley. You must have the Blue Sky Meadow friend area.

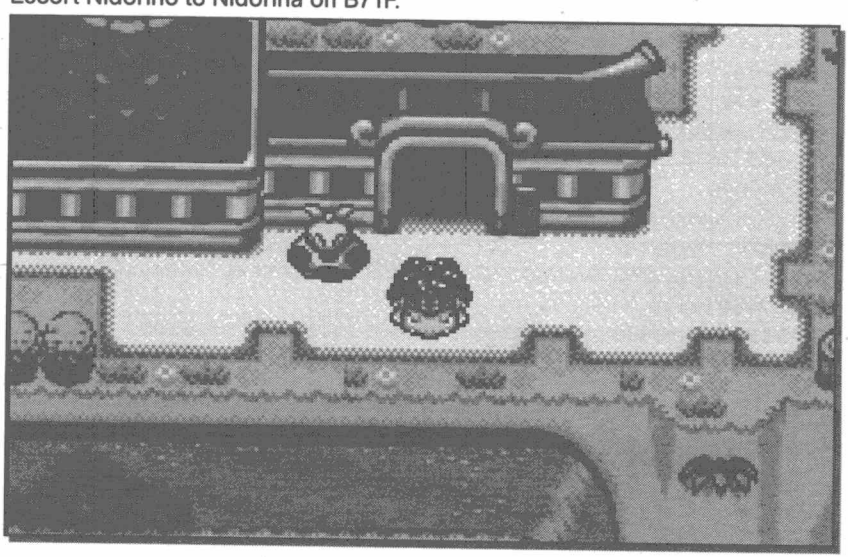
# POKÉMON MYSTERY DUNGEON: RED RESCUE TEAM




## SPECIAL MISSIONS

Go to the Wonder Mail menu and type in the following passwords to select a Special Mission. (F) is the female sign, (M) the male sign and (...) is a space.

**1?CX WKT? 468X (...)!?Y 0??6 05?(M)**
Complete mission for power band
**??1Y 4!F? 01PC JF?9 (...)4?0 (...)J?W**
Complete mission for Weatherband.
**4?KN 5(F)Y? ?QP5 6M?F M5?5 0T?W**
Deliver TM Return to Furret on B9F.
**1?6N W!0? ?(...)6F 32?P F4?0 Q7?W**
Escort Magmar to Metang.
**?6?Y 4WY? 2FNR ?4?9 PC?O Q(...)?W**
Escort Nidorino to Nidorina on B71F.

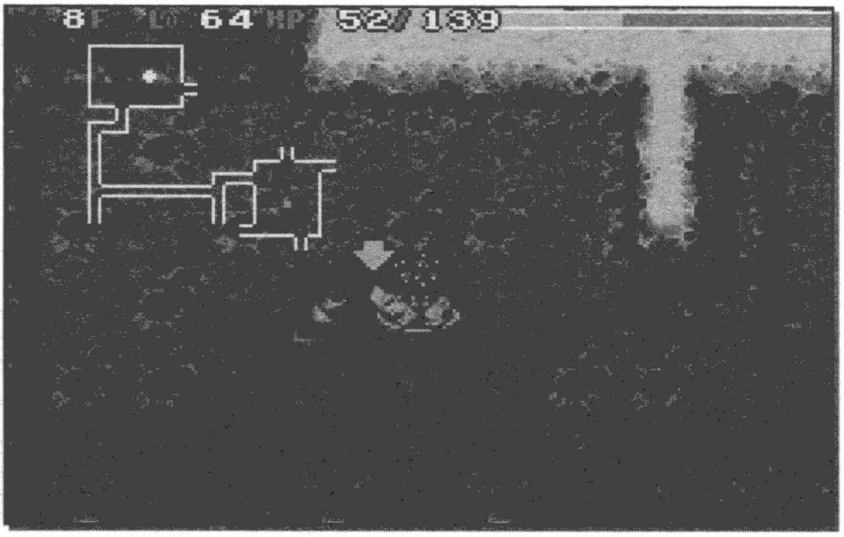


**46CY 6KT? 4N5K P(M)?? 5N76 S7?W**
Find Absol on B98F.
**4?N(...) 7(F)T? 477P 5P?C 2470 ?R?W**
Complete Mission for Calm Mind.
**??NM X60? 4?P6 H??2 K?70 CF?1**
Complete mission for Facade (TM42)
**5?2Y QW0? ?T0Q JC?(M) FH16 WR?W**
Complete mission for friend area Sky Blue Plains.
**4?MF 87T? ?3N4 (F)R?2 (...)?6R 8C??**
Complete mission for Max Elixer.

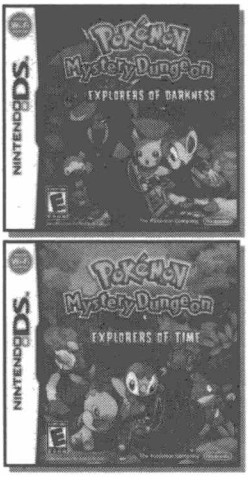
## RANKS

As you go up in the Rescue Team Ranks, the Mission Ranks also go up...

| | |
|---|---|
| Bronze | Acquire 50 Rescue Points |
| Silver | Acquire 500 Rescue Points |
| Gold | Acquire 1,500 Rescue Points |
| Platnium | Acquire 3,000 Rescue Points |
| Diamond | Acquire 7,500 Rescue Points |
| Lucario | Acquire 15,000 Rescue Points |



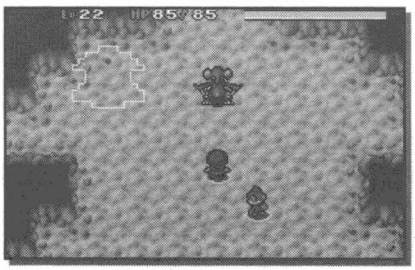
# POKÉMON MYSTERY DUNGEON: EXPLORERS OF DARKNESS / EXPLORERS OF TIME

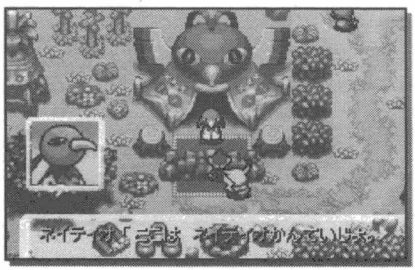



## WONDER MAIL CODES

Once you have passed Chapter 10, go to the Wonder Mail menu and enter these codes. (…) is a space.

**FN01 HWN(…) 00%F 8678 +XY@ &%#3**
Unlocks Bottomless Sea
**FH0T HYNH R0QF 86N8 +SY@ &%YN**
Unlocks Giant Volcano
**78SR (…)H2M P0+4 Y6FY 1&Y+ #R9S**
Unlocks Maze Cave
**4MP= K98# CT%Y R@(…)(…) &P7% %K86**
Unlocks Mt Avalanche Cave
**X%8S WYY+ S(…)JF PFH@ @##K 5W8K**
Unlocks Mysterious Jungle
**#&S6 NY2& YJN= 1P57 F0MN MH7Y**
Unlocks Shimmering Desert
**HW+8 66%T 5S51 +J5Y 4(…)K# H@P(…)**
Unlocks Sky Stairs
**WNWY JXTK &5C1 4N3(…) P4NM 8K&C**
Unlocks The Great Hole Boss

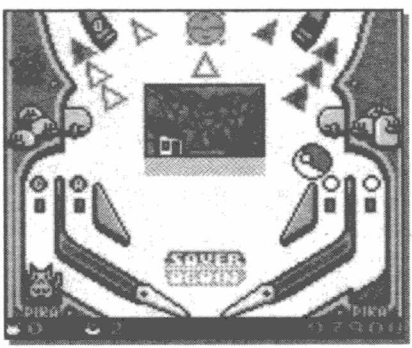


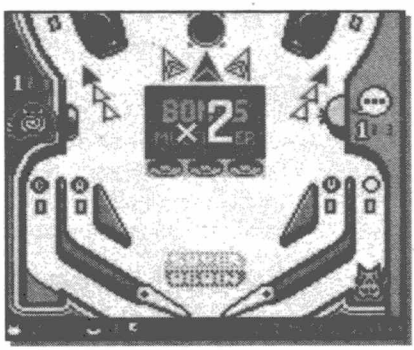



# POKÉMON PINBALL

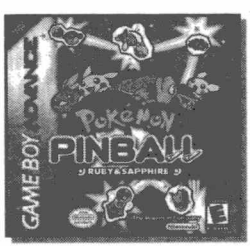
## ANIMATE UNEVOLVED POKEMON

Did you know you can animate any of the unevolved Pokémon you have caught? Just go to your Pokédex and highlight the Pokémon you want then press and hold the Start button down. The Pokémon will move for you!





# POKÉMON PINBALL: RUBY & SAPPHIRE

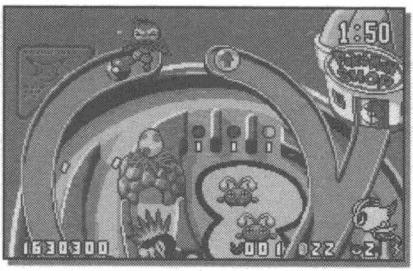


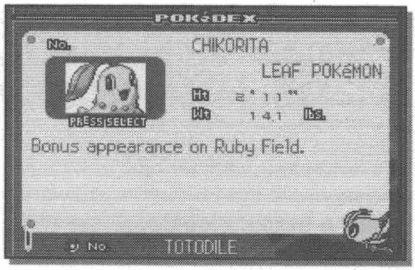

## UNLIMITED POINTS AND BALL UPGRADES

You can create an endless loop to earn mega-points in this game. Once you have three Chinchous moving in a clockwise direction, shoot the ball up to hit them. If you get it just right the ball will go striaght on past the Chinchous and when it falls back down, it should hit them and fly back up, repeating forever and scoring lots of points! You can get the game back out of this infinite loop by tilting!

## EASY POKÉMON CATCHING

In the Catch'em Mode on the Sapphire field and with the Chinchou/ Shroomish bumpers hit three times, make sure the ball saver is lit and drop




the ball. This will hit the Pokémon once on the way down and once again on the way back up as it rebounds off the bumper.

## ERASE SAVE DATA

They always leave something out of the instructions, don't they? If you want to erase all of your save data go to the Pokédex or high score screen. Hold Left on the D-pad and then tap the L and R shoulder buttons together. You will be asked if you want to erase your data. Say yes!

## SPECIAL BONUS STAGES

You can find the bonus stages by following these instructions...

**Dusclops Bonus**
Catch or hatch three Pokémon or evolvev two Pokémoon on the Sapphire field.

**Groudon Bonus Stage**
On the Ruby field evolve a Pokémon or catch or hatch three Pokémon then get the hole.

**Keceon Bonus**
On the Ruby field, catch or hatch three Pokémon or evolve two Pokémon.

**Kyogre Bonus Stage**
On the Sapphire field, get the hole after evolving one Pokémon or catching or hatching three Pokémon.

**Rayquaza Bonus Stage**
On either field you must get the hole after evolving a Pokemon or catching or hatching three Pokemon.

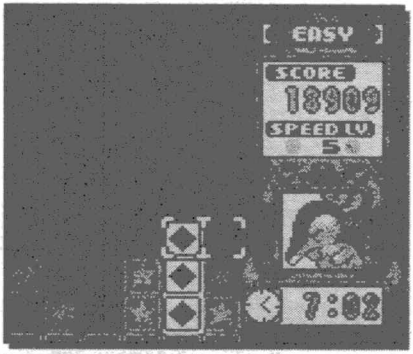
# POKÉMON PUZZLE CHALLENGE

## UNLOCKABLE CHARACTERS

**Pikachu**
Make a six-block combo before battling Clair on normal or higher level and you will fight a gentleman. Defeat him and you will get his Pikachu.

**Sentret**
Make a seven-chain before battling Clair on normal or higher level and you will battle Beauty. Defeat her for Sentret.

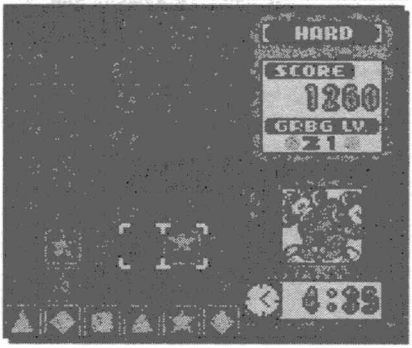
**Togepi**
Make a 10-block combo before battling Clair on normal or higher level and you will fight a Pokéfan. Defeat him for Togepi.




**Bellossom**
On normal level or higher, before fighting Clair, defeat your opponent in less than 30 seconds to battle Lass. Defeat her for Bellossom.

**Igglybuff**
Complete Challenge on Easy.

**Marill**
Make a 4-chain before beating Clair on normal or higher level and you'll battle a swimmer. Defeat him to for Marill.




**Pichu**
Play challenge mode on normal or harder. Last for four minutes or more on any round before battling Clair. A Pokéfan will challenge you. Defeat her for Pichu.

## UNLOCK SUPER HARD MODE

There's a Super Hard Mode in the game. All you've got to do is highlight the Hard mode and press the **A** button.

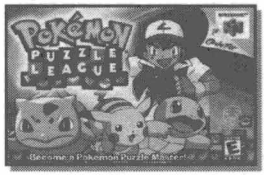
## UNLOCK INTENSE MODE

There's also an Intense Mode you can find. All you've got to do is highlight the Super Hard Mode and then press the **Select and A** buttons together.

## MAXIMUM SPEED BOOST

At the start of the game when Pikachu smiles, press **B, A, Left and Left**. This will boost the game's speed and will go out of this world if you were already on 99 speed!

# POKÉMON PUZZLE LEAGUE




## UNLOCK ALL PUZZLES

In the Puzzle University you can unlock all the puzzles by pressing the following at the Title Screen...
**Hold Z and press A, B, R, A, A, B, R, A**
A sound will be heard if you did it right.

## UNLOCK ALL TRAINERS

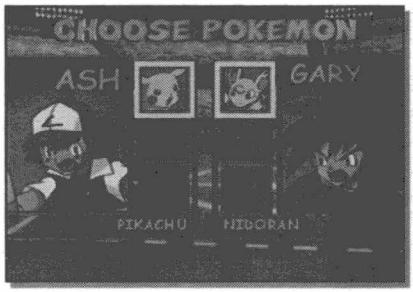
Start yourself a two player game, then on the Trainer Select screen press...
**Hold Z and L and R on controller 1 and controller 2 at the same time**

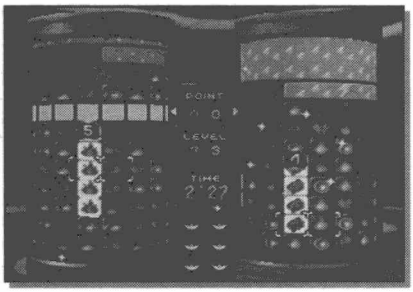
## UNLOCK MEWTWO STAGE

There's a secret Mewtwo stage in two player mode. Go to the Trainer Select screen in 2-P Stadium now...
**Hold Z and press B, Up, Left, B, A, Start, A, Up, Right**
The game will take you to the new stage with player one as Ash and player two as Mewtwo.

## HARDER MODES

There's a Very Hard mode hidden in the game for experts. Go to One Player



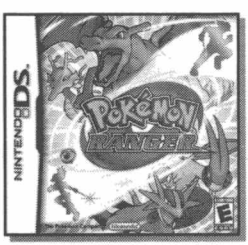




Stadium and to the Difficulty Selection screen. Now...
**Hold Z and press Left, Left, A and B**
Then for Super Hard mode do the same again but this time...
**Hold Z and press Right, Left, A and B**

## LEVEL 50-99 START

You can start from level 50-99 in Marathon Mode by going to the Title Screen then...
**Hold Z and press B, A, Left, Left**
A sound will tell you if you got it right.

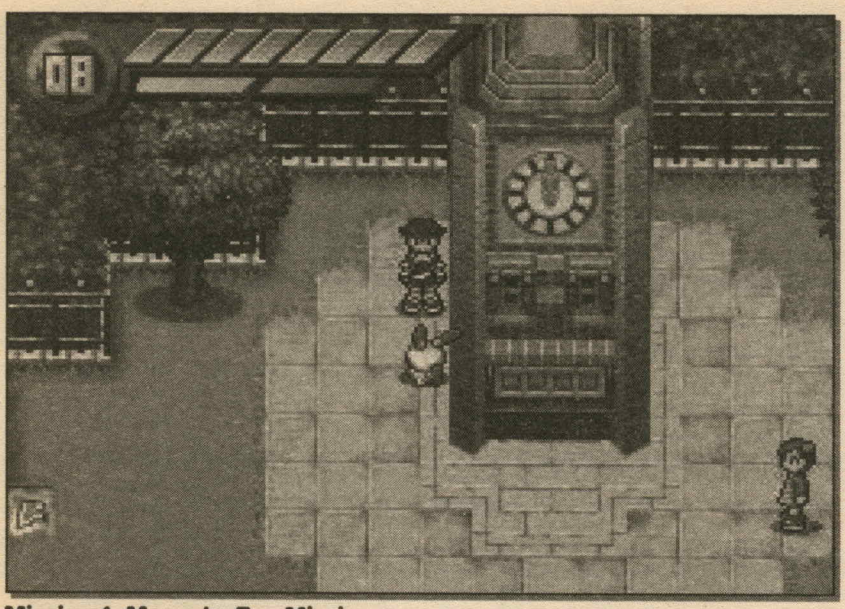
# POKÉMON RANGER




## RANGER NET

You can encounter rare Pokémon on the special Ranger Net missions. They are unlockable by doing the following...

**Unlock Ranger Net**
Complete the Story Mode
**Mission 1: Gain Deoxys's Trust?!**
Unlock Ranger Net
**Mission 2: Rescue Celebi!**
Complete the Deoxys mission
**Mission 3: Find Mew, the Mirage!**
Complete the Celebi mission

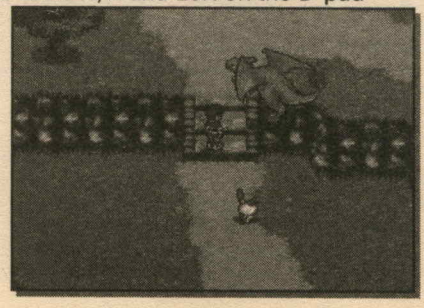


**Mission 4: Manaphy Egg Mission**
Enter the password for your version of the game (see below)
**Password Entry**

**Manaphy Egg Watch/Transfer to Diamond or Pearl**
Complete the Manaphy Egg Mission

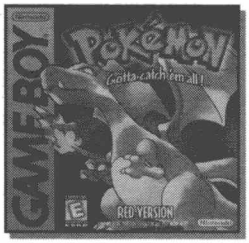
## MANAPHY EGG CODES

On the Ranger Net screen press Right Shoulder, X and Left on the D-pad together and then the following code your your country...



American
**P8M2-9D6F-43H7**
European
**Mg35-Cpb8-4FW8**
Spanish
**C58f-t3WT-Vn79**

# POKÉMON RED




## GET AN EXTRA BIKE

If you try to enter your bike into the PC at any Pokémon Center it won't go in, but you will find that you now have one in your bag and one in the computer as well!

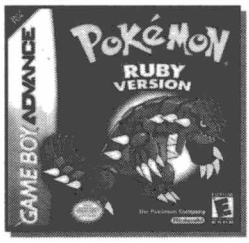
## REBOARDING THE SS ANNE

Here's a glitch that will allow you to get back into the SS Anne even if it has already set sail! Make sure you have a Pokémon that knows Surf then go to the chap who tells you 'the ship set sail'. Make sure you are standing diagonally to him, then go in front of him and save the game. Turn off your Game Boy, then back on again and use the Surf Pokémon and hold Down. You will find yourself Surfing on top of the chap! Press Down again and you should find yourself on the ship.

## SKIP THE MAROWAK FIGHT

When you get to the top floor of the Pokémon Tower you will be blocked by a Marowak ghost. You can't indentify Marowak and defeat it until you get the Silph Scope from Team Rocket's Hideout. But, if you have a PokéDoll item with you and use it in the fight, you will escape from Marowak and instantly defeat it! You can now go on to save Mr Fuji to get the PokéFlute without having to even visit Team Rocket!

# POKÉMON RUBY




## MYSTERY EVENT

Once you have at least five badges head off to the Petalburg Pokémon Center where you must talk to the guy at the PC. He will ask you for your profile, tell him that 'Mystery Event is Exciting'. You will now get yourself a Mystery Event!

## RARE STONES

There are yellow, red, green and blue Shards to be found around the game. At the Hunter's house he will trade Yellow Shards for Thunder Stones, Red Shards for Fire Stones, Green Shards for Leaf Stones and Blue Shards for Water Stones.

## BERRY MASTER'S WIFE

She's at it again! Tell her these phrases to get yourself a nice berry!

| | |
|---|---|
| **Challenge Contest** | You will get a Pamtre Berry |
| **Great Battle** | You will get a Spelon Berry |
| **Overwhelming Latias** | You will get a Watmel Berry |
| **Super Hustle** | You will get a Belue Berry |
| **Cool Latios** | You will get a Durin Berry |

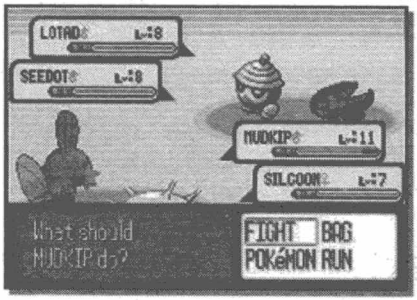
## SCARVES

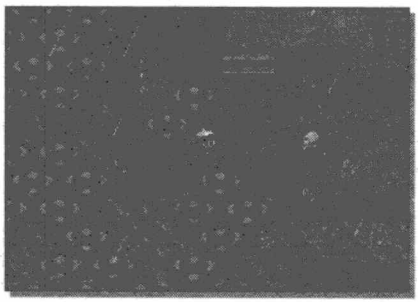
You can get yourself all kinds of colourful Scarves in the game. Just got to Slateport City and talk to the Chairman of the Pokémon Fan Club. He will give you scarves based on stats on your lead Pokémon...

| | |
|---|---|
| **Pink Scarf** | Maximum cuteness on lead Pokémon |
| **Red Scarf** | Maximum coolness on lead Pokémon |
| **Yellow Scarf** | Maximum toughness on lead Pokémon |
| **Blue Scarf** | Maximum beauty on lead Pokémon |
| **Green Scarf** | Maximum smartness on lead Pokémon |

## UNLOCK SCULPTURE AND STATUES

You can win yourself special prizes for coming out on top in consecutive battles in the Battle Tower or painting pictures at the Lilycove Art Museum...



| | |
|---|---|
| **Glass Sculpture** | Get five pictures painted in the Lilycove Art Museum |
| **Gold Trophy** | Win 100 battles in a row in the Battle Tower |
| **Silver Trophy** | Win 50 battles in a row in the Battle Tower |

## PREMIER BALLS FOR FREE!

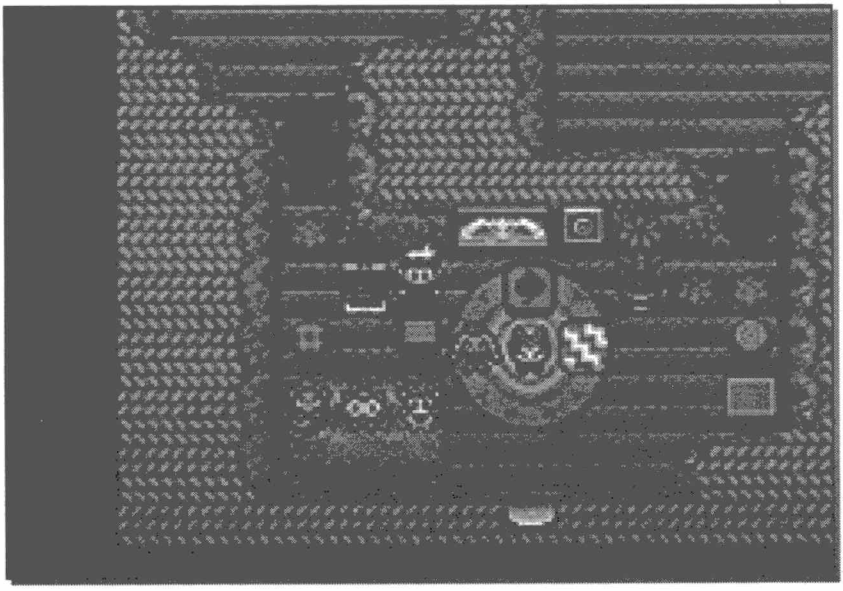
At the department store in Lilycove City, walk up to the counter where you can buy yourself PokéBalls and they will give you one free Premier Ball for every 10 PokéBalls you buy. They're the same really, only all white with red rims.

## UNLIMITED TIME IN THE SAFARI ZONE

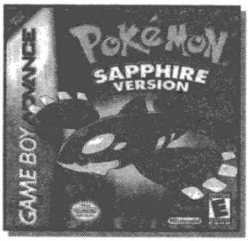
Once you have the Acro Bike, jump on it when you're in the Safari Zone. Now hop up and down on one spot with the bike and you will encounter new Pokémon without using up Safari Zone time.

## HEAL POKÉMON

This is a useful tip when there is no Pokémon Center around. Deposit a Pokémon in a box and then pull it out again and you will find it has been completely healed!



# POKÉMON SAPPHIRE




## GLASS ITEMS

Talk to the man in the only house on Route 113 and he will give you an Ash Sack, now you can use this to collect the grey-white ash that litters the ground on this Route. Every step you take in the ash-covered grass counts as one unit, go back to the man for him to give you the following...

| | |
|---|---|
| **Blue Flute** | Gather 250 units of ash |
| **Red Flute** | Gather 500 units of ash |
| **Yellow Flute** | Gather 500 units of ash |
| **Black Flute** | Gather 1000 units of ash |
| **White Flute** | Gather 1000 units of ash |
| **Pretty Chair** | Gather 6000 units of ash |
| **Pretty Desk** | Gather 8000 units of ash |

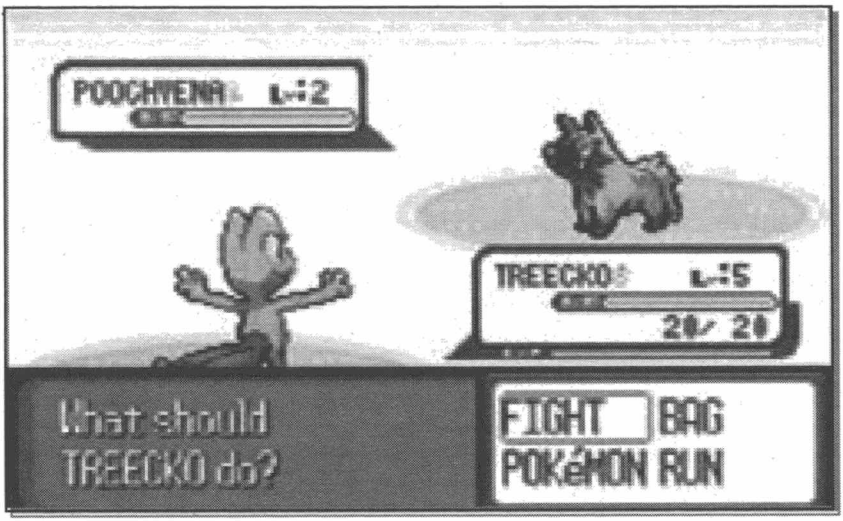
## BATTLE TOWER UNLOCKABLES

If you're on a winning streak in the Battle Tower you can pick up the following prizes...

| | |
|---|---|
| **HP Up** | Randomly win after every seven battles before the 50th |
| **Iron** | Randomly win after every seven battles before the 50th |
| **Leftovers** | Random prize every seven battles after the 50th |
| **Protein** | Randomly win after every seven battles before the 50th |
| **Scope Lens** | Random prize every seven battles after the 50th |
| **Brightpowder** | Random prize every seven battles after the 50th |
| **Calcium** | Randomly win after every seven battles before the 50th |
| **Carbos** | Randomly win after every seven battles before the 50th |
| **Gold Shield** | Win 100 battles |
| **Silver Shield** | Win 50 battles |
| **White Herb** | Random prize every seven battles after the 50th |
| **Zinc** | Randomly win after every seven battles before the 50th |

## LILYCOVE DEPT STORE SALE

Ever seen a TV flashing in someone's house? Well check it and you may see




the right time and go to the roof to talk to the lady there for some bargains!

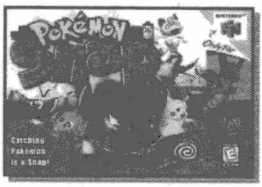
| | |
|---|---|
| **Mud Ball** | Buy for 200 |
| **Fence Length** | Buy for 500 |
| **Fence Width** | Buy for 500 |
| **Tire** | Buy for 800 |
| **Breakable Door** | Buy for 3000 |
| **Sand Ornament** | Buy for 3000 |
| **Solid board** | Buy for 3000 |
| **TV** | Buy for 3000 |
| **Cute TV** | Buy for 4000 |
| **Round TV** | Buy for 4000 |
| **Stand** | Buy for 7000 |
| **Slide** | Buy for 8000 |
| **Rhydon Doll** | Buy for 10000 |
| **Wailmer Doll** | Buy for 10000 |

## TRICK HOUSE UNLOCKABLES

There's a Trick House on Route 110 and inside you can complete challenges for more items...

| | |
|---|---|
| **Blue/Red Tent** | Beat Eighth Challenge |
| **Hard Stone** | Beat Third Challenge |
| **Magnet** | Beat Sixth Challenge |
| **PP Max** | Beat Seventh Challenge |
| **Rare Candy** | Beat First Challenge |
| **Smoke Ball** | Beat Fourth Challenge |
| **Taunt** | Beath Fifth Challenge |
| **Timer Ball** | Beat Second Challenge |

# POKÉMON SNAP




## UNLOCKABLE ITEMS

Here's a run down of all the items you can unlock in the game...

| | |
|---|---|
| **Apple** | Unlocked when your Pokémon report totals 14,000 |
| **Dash Engine** | Unlocked when your Pokémon report totals 175,000 |
| **Pester Ball** | Unlocked when your Pokémon report totals 75,000 |
| **Poké Flute** | Unlocked after you submit your first Pokémon sign to Professor Oak |

## ALTERNATE END CREDITS

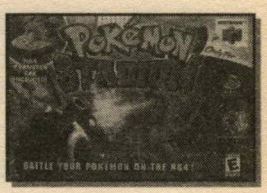
Once you have finished your Pokémon Report, Professor Oak will congratulate you and you will be treated to a different set of end credits to the ones you get when photographing Mew. You'll only see them once though, so pay attention!

## STAGE UNLOCKING

You must complete certain tasks before you can unlock some stages...

| | |
|---|---|
| **Cave Stage** | Throw a pester ball at the Porygon in the dirt at the end of the river stage. |
| **Rainbow Cloud Stage** | Find and photograph all six of the Pokemon Signs |
| **River Stage** | Complete the Volcano Stage |
| **Tunnel Stage** | Complete the Beach Stage |
| **Valley Stage** | Complete the Cave Stage |
| **Volcano Stage** | Throw an apple or pester ball at the electrode near the end of the Tunnel Stage |

# POKÉMON STADIUM




## DODOU SPEED MODE

If you're good enough to beat Master Ball in PokéCup or PrimeCup then you will be treated to Dodou speed. This speeds the game up to twice as fast when you reach the Pokémon Tower.

## NEW TITLE SCREEN

Once you have beaten the game in R1 Mode, reload and you will find that the title screen has changed to recognise your achievement!

## CHANGE POKÉMON COLOURS

If the Pokémon in your Game Boy games have been nicknamed by you, and you then transfer them into the Pokémon Stadium game they will be different colours never seen before!

## SURFING PIKACHU

You must put the Pikachu you started out with in Pokémon Yellow into your party for the Round 2 Prime Cup Master Ball. You must then use that Pikachu in every single battle of the cup. When you manage to defeat the final Trainer your Pikachu will end up in the Hall of Fame and it will learn Surf! Now you will be able to play the Surfing Pikachu mini-game in Yellow.

# POKÉMON STADIUM 2

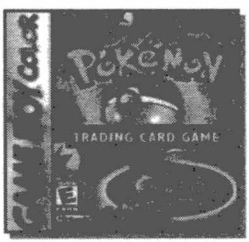
## EXTRA CONTINUE

You may have noticed already, but if you beat any Pokémon Trainer in Stadium Mode without any of your Pokémon fainting you will be treated to an extra continue when you eventually lose a battle.

## VERY HARD MODE

If you play mini-game Champion Mode with seven tokens and on Hard Mode, and come first then you will unlock the Very Hard Mode!

# POKÉMON TRADING CARD GAME



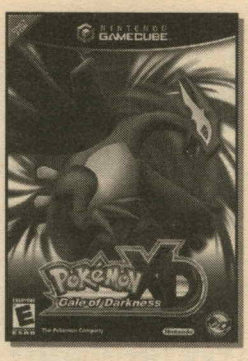

## PEEKING AT THE PRIZE CARDS

Here's a trick that can really make a difference in a duel. Prize Cards can be really useful, but they're placed face down on the table so you can't see what they are... or can you? First of all knock out an enemy's card and then choose a Prize Card when you are told to. Remember the card and then reset your Game Boy. Now choose to Continue Duel when you restart and you will resume the game from the point before you knocked out the enemy's card, except now you will know one of the Prize Cards! Repeat this to learn them all if you like!

## 60 FREE ENERGY CARDS

If you don't have any Energy Cards in your deck, talk to the lab Technician in the upper-right corner of the Mason Laboratory. He will give you lots of them to play with!

# POKÉMON XD: GALE OF DARKNESS




## NEW MISSION ENDING CLIP

With all of the Shadow Pokémon purified, head for Cinadark Island and battle with Master Greevil for the final time. When he has been defeated until until the Orre region's cheer clip has been played and there will be a new mini-clip showing the hero in the laboratory placing the Snag Machine on the table.

## SHADOW DRAGONITE

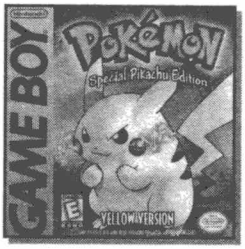
You can find a Shadow Dragonite if you first get yourself all 82 Shadow Pokémon then the Miror B radar will go crazy. Get yourself over to Gateon Port and the Miror B is at the highest point on the lighthouse. Battle with Miror B and beat all of his Ludicolos and he will then use Shadow Dragonite.

## ITEM CHOICES

When you get to Gateon Port and talk with Acri, you can receive different items depending on how your answer the three questions...

| | |
|---|---|
| Say No to every question | Quick Claw |
| Say Yes to two questions | White Herb |
| Say Yes to every questions | Amulet Coin |
| Say Yes to one questions | Mental Herb |

# POKÉMON YELLOW EDITION: SPECIAL PIKACHU EDITION




## NO RANDOM ENCOUNTERS

The trick to ensuring no random encounters with Pokémon works well on Pokémon Yellow too. Make sure you have the HM Cut and teach the Cut attack to some of your Pokémon. Now you will have removed all the grass in the surrounding area, ensuring no Pokémon can attack you. The grass will return when you leave the area though.

## PIKACHU'S BEACH MINI-GAME

This one is linked with Pokémon Stadium. You must use your Pikachu from Pokémon Yellow in every match in the Tournament Mode. This Pikachu will then learn the Surf move and you must head South of Fuschia City and to the beach house there. Talking to the man inside with Pikachu in your party you will unlock a beach mini-game to play with Pikachu!

## MAKE PIKACHU LIKE YOU INSTANTLY

You can make Pikachu like you by following these instructions. There will be a Potion in your PC that's in your room at the start of the game. Take this Potion and keep playing until you get Pikachu, but before you have battled with Gary's Eevee. Now use the Potion five times on Pikachu. It will look like its not having any effect, but when you fight Gary and win Pikachu will come out of its Pokéball and will like you!

# NOTES

# NOTES

# NOTES

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Your Loto Ticket number is 39695.
CANCEL
TIME LIMIT
00'29"85
00'23"56